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Trailblazer

Available November

insideYS

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The gloves are off — Electric Dreams' *Dandy* comes out fighting!

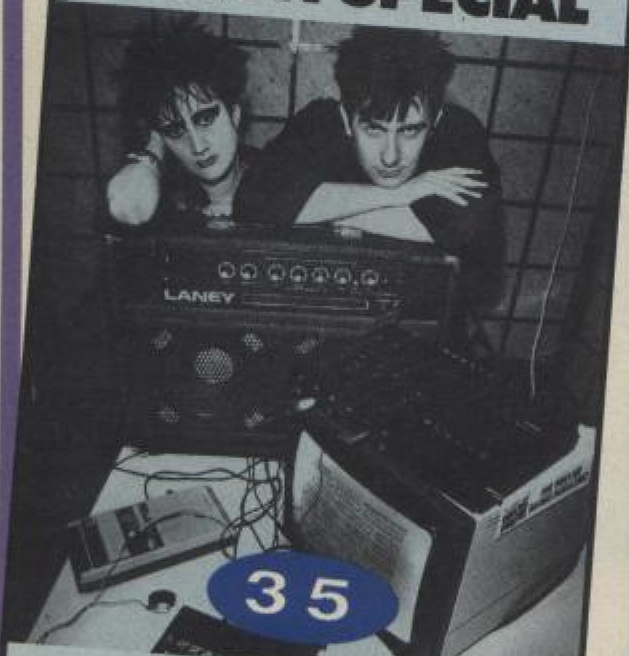
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Mike Gerrard helps you kick the Hobbit.

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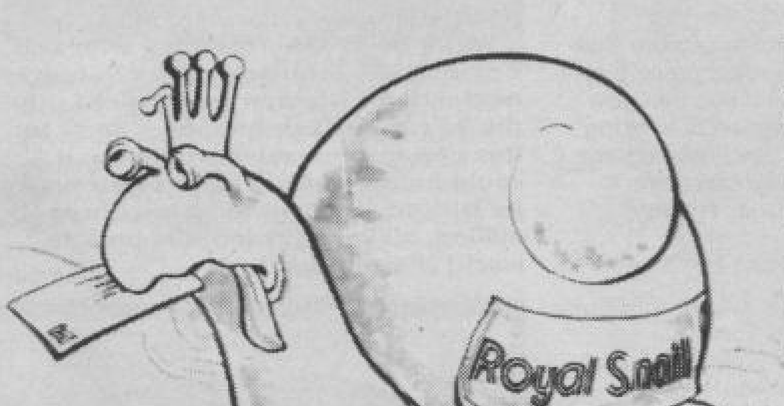
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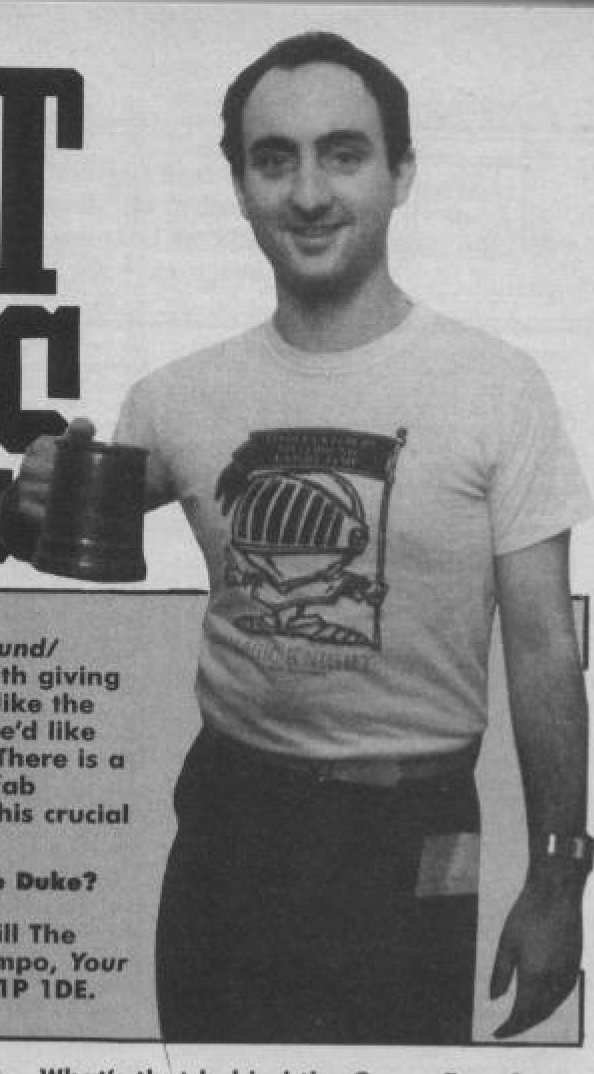
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FRONT LINES



New from Ocean — the Spectrum version of *Top Gun*. Girls go all gooey over the star of the film, Tom Cruise... hmm... d'ya think they'd go all gooey over you if you bought the game? Ooh, talking of games, which we were, watch out for T'zer's Movie Special next month (popcorn optional).

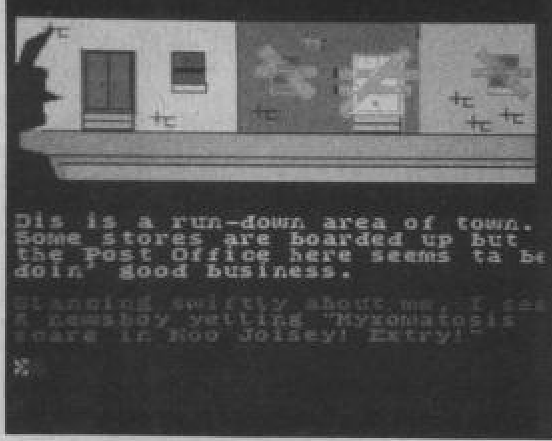


What a jolly nice chap David *"Spellbound/ Knight Tyme"* Jones is! Not content with giving all at *YS* a Magic Knight T-shirt each (like the one he's wearing) at the PCW Show, he'd like to give ten *YS* readers one each, too. There is a catch, though. In order to obtain this fab freebie, you must find the answer to this crucial (get down!) question:

Which David Jones is now a Thin White Duke?

Send your labyrinthine answers to: Will The Real David Jones Please Stand Up Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Nyeah... wot's up, doc? We'll tell ya what's up. Trixie Trinian (that saucy little minx!) of St. Brides School for Rich Young Ladies (with a penchant for gin and adventure gaming) has just delivered a copy of her new game, Bugsy for CRL. (Gush! Simper!) Bugsy Maroon is a rabbit, based not so loosely on a famous cartoon rodent of a similar name, who hops his way through the streets of 1920's Chicago, on his way to the top of the Mob. He's gotta start small, though. Petty crime, protection rackets, carrot cake... £7.95 (warren offer) gets you your piece of the hare raising action. That's all folks!

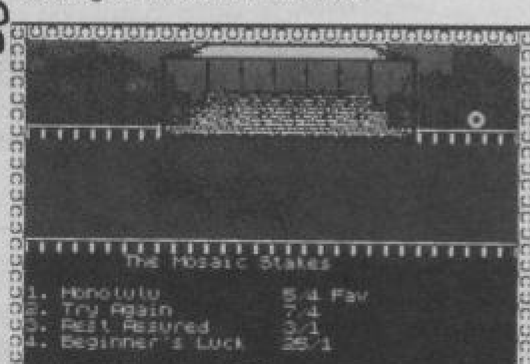




***Frontlines* — first for hot news. Yes, *Frontlines* was there with the rumour that there was to be an *EastEnders* game way back in the July issue. Well you can now consider it a fact 'cos Macsen is to bring out the very same — an *EastEnders* game. And best of all it means we can print another picture of Dirty Den. Yummy!**

Once bitten — *Twice Shy*. Or at least Jonathan Derry was when he suddenly came into possession of some cassette tapes and found himself face-to-face with the heavy mob in Mosaic's new adventure — Dick Francis's *Twice Shy*.

You, as Jonathan, must try and discover the purpose of the tapes. But you're not on your own — a few shady characters from the horse-racing underworld will stop at nothing to get their dirty hands on 'em. Steer clear of the mob and you may get the chance to visit the race course and have a little flutter in the *Twice Shy* racing simulation game. You could well be backing a winner with this one.



What's that behind the Green Door? Must be a Red Box. And it's waiting for an intruder. Here's one now. POW!!! Bells ring! Lights flash!! Your Teasmade turns on!!!

Red Box is a new control system from GIS that you program with your very own Speccy. Clever, huh? Then Red Leader (nifty name) sits in a common or garden electric socket, talking to its auxiliary units via your house's ring main.

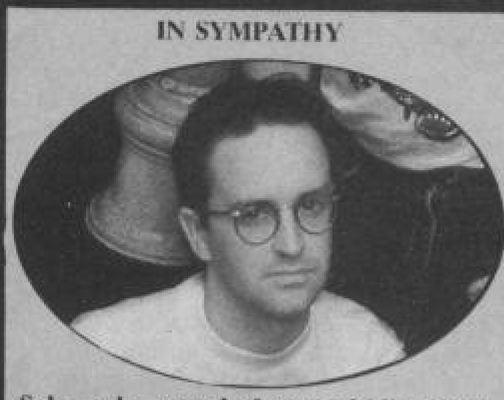
As you're able to run an almost infinite number of slaves (don'tcha just lurve that concept?) and sensors, the possibilities are limitless.

We've been experimenting with Red Box and should be reporting in full next month. Till then we've wired it to the Ed's chair (Safety note — don't try this one for yourselves, children, it could be dangerous!) and every time he tries to sit down for a kip, three million, zillion volts jolt him back to work! (*I'm shocked! Ed*).

Coming soon from Odin... *The Plot*! Remember remember... trouble is brewing under the Palace of Westminster... HP Sauce anyone? Heh heh heh... His name is Fawkes, Guy Fawkes, and he's on a very short fuse... what a funny guy! Heh heh heh... gotta run... byeeee! Ssssssssssssssss-sss... BOOOOO-OOOOOOOOMMM MMMMM!!!!!!!



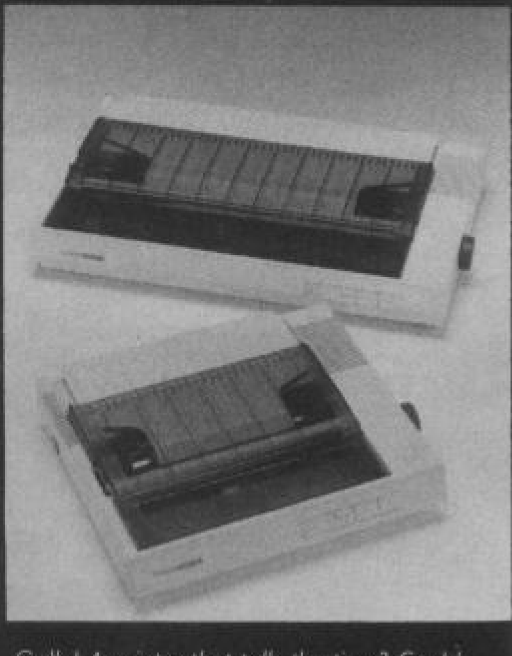
IN SYMPATHY



Sob... sob... sound of tears trickling down cheek... We announce a bereavement... The esteemed Art Editor, Martin Dixon is being put out to pasture — sorry leaving for pastures new. And it is with deep regret that the team at *YS* would like to present him with this little epitaph as we'll always remember him.

There was a young lad called Martin
With such sweet sorrow was partin'
A man of design
He was partial to wine
Which was why he was always breaking wind (ahem)

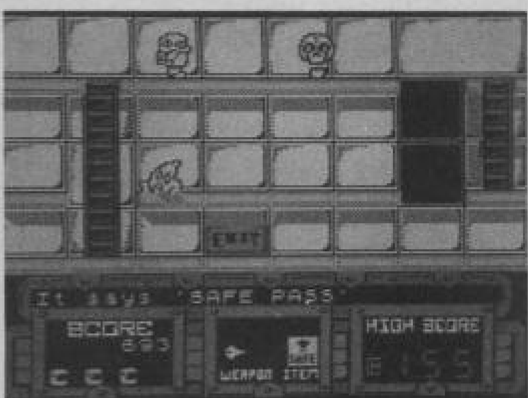
PRINTER OF THE MONTH AWARD



Golly! A printer that tells the time? Could be. "Citizen MSP-10E and MSP-15E precision dot matrix printers have been designed and built with the attention to detail you would expect from the world's leading watch manufacturer..." Huh?

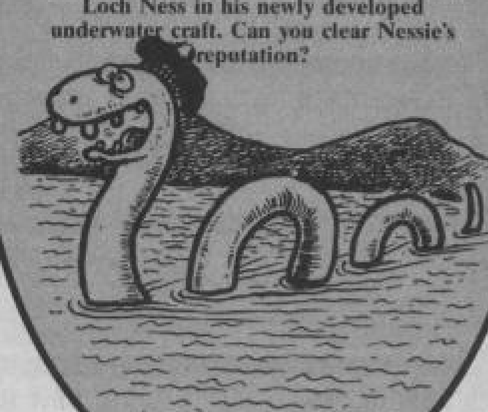
Coming soon to a cinema near you: Attack Of The Killer Ergonomically Designed Joysticks (Cert PG), starring Wyn Holloway as Professor Pipebender and introducing the Konix Speed King joystick as a £12.95 contender for the best joystick of all time in a supporting role.





Out in the mists of space (which there aren't 'cos it's a vacuum) jaunts jolly Randolph the Spaceman, combing the platforms of some netherworld (clogs'n'tulips?) in search of a Damsel in Distress, well, some dress or other. She's in the clutches of Spegbott the Terrible (or botty to his pals) who has designs on her body, and we don't mean he's a tattooist! Out soon from those naughty Nippers, Gremlin Graphics. Ah, bless 'em!

Loch aye the noo. Well, raise my sporran, what have we here? Mirrorsoft's new release *Terror Of The Deep* that's what! Hideous monsters have been sighted surfacing at night by an eccentric Scottish engineer — jings. Wee Nessie has been blamed. But the engineer has summoned you to his deathbed to find out more by searching the depths of Loch Ness in his newly developed underwater craft. Can you clear Nessie's reputation?



DODGY GEEZRS

If *Frontlines* isn't mistaken it's the Ed giving Gwyn a spot of GBH of the lug holes over his latest game review. Well, okay *Frontlines* is mistaken. It's actually Lever and Jones (the dirt says hot, the label says not), the programmers of Melbourne House's latest release *Dodgy Geezers*. A right pair of villaynes!



T'zers...

Spooky! I'm all alone in Castle Rathbone — it's dark and misty outside and the only sound to be heard is the gentle tapping of my fingers on the typewriter. The dastardly Ed has forced me to stay into the early hours of the morning to finish T'zers.

The air grows cold and the wind whistles through the gaps in my teeth. Suddenly! Da da daaah! A piercing scream breaks the air. . . screeeeeeeeeeeeech. . . I jump out of my skin and all my insides fall out — bleeeurch. I pull myself together and realise it's the telephone ringing. An eerie voice cackles maniacally and then croaks, "Terra Cognita." It's then I realise it's the Ed reminding me about **Terra Cognita** — the new game from Codemasters that'll be out next month. Huh!

I settle down again feeling slightly jumpy but maybe that's just 'cos I've got a frog in my throat. Oh yes, whilst we're in frog mode (ribbet, ribbet) Hewson is working on a game called **Rana Rama**. (Interesting fact: *Rana* is the zoological Latin name for an aquatic amphibian — namely the frog!) In it you play a little leaper who has to search round rooms collecting spells in order to defeat the evil wizard.

Applause, applause . . . it's a clap of thunder and it made me start. Trouble was I couldn't finish. And then . . . without a warning . . . it came — a flash! Zaaaaaaap! Crash! It was **Flash Gordon** from Mastertronic — a bolt from the dark and pretty nutty it sounds too. You're feeling pretty Flash though your spaceship's crashed in a jungle and it's now up to you to find Prince Barin who's in a cave. You've then got to win his respect so you can fight off the wicked Ming — is he a vase or will he die nasty? And what better way than to beat him into submission. . . hit me, hit me! Flash — and then he was gone. . .

Alone again, I tremble as I imagine all sorts of ghoulish things — headless creatures, blood spattered vampires, rotting skeletons and Gremlins. . . Which brings me extremely messily to Gremlin 'just add water' Graphics and its faberoonie games lined up for next year. Keep your eyes peeled for the return of **Monty Mole**. Nappy noo nahs! That naughty nipper, Jack's back or at least he will be in 1987 in a sequel to **Jack The Nipper** — yippee!

It's really gloomy now 'cos most of the lights have gone out. Suddenly. . . da da daah. . . I feel a tap on my back. I run hot and cold but then I've always been a bit of a mixer. Oh sheet — it's a ghoooooost! No, it's an apparition — a Gargoyle even. Yup, it's Greg Follis (though I've no idea why he should be here) who's got heaps of heavy news. First off there's to be a follow-up to the amazing **Heavy On The Magick** that'll include the **Terror Of Tombs** module from the original. It's likely to be called **Trials Of Therian** and it's bound to be a real Spectre-cle. If

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H O C K S

A passing policeman comments: On no account listen to the rumours that this game is called *Wibstars* and it's from A'n'F. Especially the one about the title being a joke on the Yorkshire bitter, Websters 'cos only someone hop-ping mad and out of their head could've thought of anything so dippy. And that's a fact.

Wibstars



Cor what a breakthrough. US Gold just licensed Breakthru from Data East and judging by the screenshot it's gonna be pretty good. You're located 400 miles behind enemy lines and your mission is to retrieve tha PK430 secret fighter plane stolen from your country and return it. But of course there's the usual assortment of enemies to contend with — choppers, tanks, jeeps, soldiers, landmines and flame throwers. Fortunately, you've got the world's most sophisticated armoured vehicle to get you through the five different enemy strongholds of mountains, bridges, prairies, cities and airfields though — *Frontlines* never knew beach buggies were so useful!

Breakthru





ARTIST 2

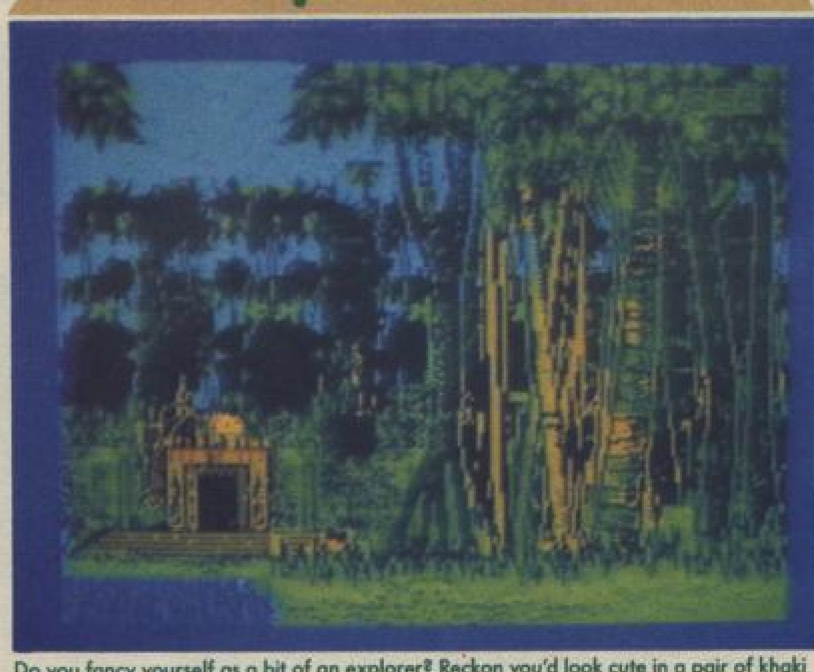
If you're one of those pseudo arty farty people who like poncing around with pictures and being creative (okay yah) you'll be off painting the town magenta when you hear that Softek is bringing out the new improved *Artist* — *Artist II*. It's a designer's dream — you can blend different pictures together, double the pixel size of on-screen graphics, cut and paste absolutely any shape and best of all print out dumps with grey-scale depiction of colours. Turner'd turn in his grave.

Wot's this — an antipodean, aquatic crustacean (upside down water loving woodlouse)? No, it's Agent Orange from A'n'F and pureety sicko it sounds too! Will it give you the pip?



AGENT ORANGE

EXPLORER



Do you fancy yourself as a bit of an explorer? Reckon you'd look cute in a pair of khaki bloomers and a pith helmet? Huh, Dr Livingstone *Frontlines* presumes. You'd better be good though 'cos in Electric Dreams' new game, *Explorer*, there are 40 billion locations to explore — stop trying to syringe the ear wax out of your lug holes, *Frontlines* did say *40 billion!*

Yup, if you start off at any location and keep on going at top speed it'll take you an hour and a quarter to get back to the place you first thought of — far out! You begin life in a bit of a dodgy spaceship that loses its bits all over the place and eventually crash lands on the surface of a planet. It's then up to you with the aid of your trusty backpack to search the planet from above or on the surface until you find the strewn parts of your ship. **!!!¢$ &!!*! That's what *Frontlines* thought — search *40 billion* screens! Incredible but true . . .

you're a fan of complete and utter gobbledegook **Snark** potato croquets could be just up your elbow. Based on the Lewis Carroll nonsense poem, **The Hunting Of The Snark**, it's an illogical game Brain's faggots that'll make your brain housemaid's knee boggle. Just as suddenly as he'd appeared Greg vanished in a puff of smoke. Splutter. . . choke. . . choke.

I'm going to have to knock off the spirits 'cos they scare me witless. As I sit silently working away all in a blue funk something moves in the corner. I can feel the hares rising on the back of my legs and it isn't bunny! A dark shadow looms across the wall. . . I freeze in terror. . . Phew, it's only **Shadow Skimmer**, Softek's new release.

Thump. . .thump. . .thump. . . I've heard of things that go bonk in the night — one of them's Gwyn but we won't go into that. Someone's trying to get in. . . thump. . . thump. . . thump. . . A deathly face appears at the window — "Let me in" whispers an eerie inhuman voice. Then it dawns (well, it is nearly six am) on me — it's Tom Watson from Odin/Firebird. "I just had to tell you about **The Hive** which is all about a swarm of alien bees. Oh, and **Hyperball** — that's like **Rollerball** with jetpacs and last but not least **Cholo**."

Where was I? With all these interruptions I'll be here all day as well! The Prism Record Corporation has released — you'll never believe it — **Superman**. Holy Krypton.

Incentive has plenty up its sleeve too — **Winter Wonderland**, a graphic adventure set in the Himalayas (though it's not out Yeti) and **The Legend Of The Apache Gold** which features eternal life. Both games will appear on the Medallion label.

I don't like being here all on my tod — I keep hearing noises which make my flesh creep. And talking of creeps, John Phillips of Activision (only joshing) has some great news. **Little Computer People** is to be released on the Speccy 128 only. There's also news of the underwater **Knightlore** game, **3D Sea**. It's got 90 screens that're filled with octopus and squidgy jelly fish (yuk) and you and your mate, an eel, must collect things to build a submarine — electrifying! Finally **Koronis Rift** should be rearing its ugly head very soon. You play a scrap metal dealer who's a sort of space-age Steptoe (you *derty* old man). 'Arold!

Ooooooooeeeeeeeeeerrrrrrr! Crikey what's that? I'm getting out of here. Umm, before I go I've just got time to tell you about Ocean's new year games **Donkey Kong** and **Mailstrom. Donkey Kong** is a platform game where you spend your time rolling out the barrel to defeat Kong. **Mailstrom** stars a very nawty postman who keep interfering with the male, er sorry mail. Nawty!

Clank, clank. . . jangle. Oh help I can hear chains. Creaking noises emanate from the basement. Thud. . . thud. . . thud. . . argghhh — footsteps are coming up the stairs. What am I going to do? Swish. . . swish. . . the gruesome figure of a man gets closer and closer. Súddenly a bright light fills the room — oh it's Ron the cleaner and he's just opened the curtains. Thump. . . thud. That was me fainting by the way.

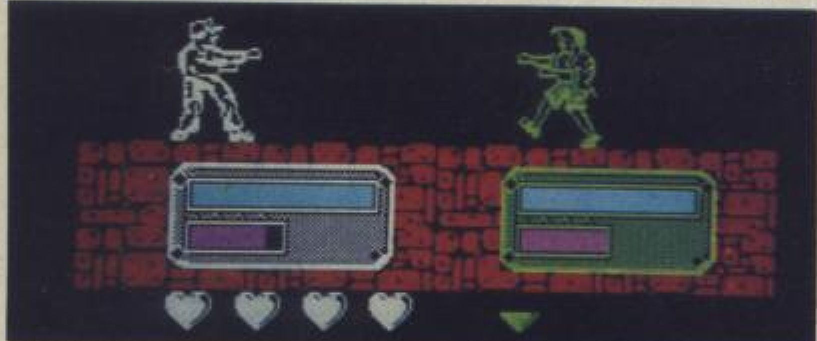
Teresa Maughan

They Call Me Trooper

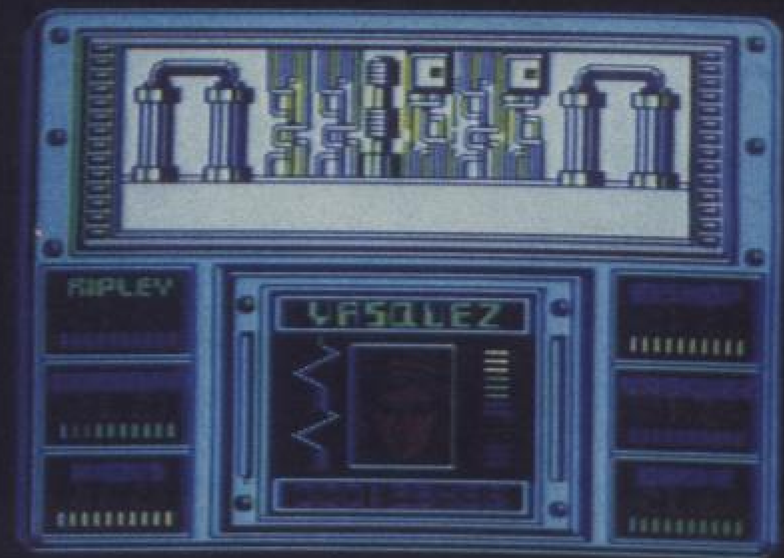
D'you know they call me Trooper? You do! D'you know why though? No, it's not 'cos I bl**$y swear like one. I'm a new game and that's my name — *They Call Me Trooper*.

So you want to know what I'm about, eh? Well, it's 2108 AD and we're on planet Therop. Here the annual conference discussing planetary peace is taking place. Booooooogggggllllllleeeee! And that's the sound of the brain drain which all the members have been put through by the Therop. They're deadly exterminators and you, as Major RA Trooper, are the only one whose brain's undrained. Can you escape from the planet Therop — alive?

Coming in a smidgin of time from CRL!



Aliens



There are some places in the universe you don't go alone — and we don't mean the toilet. Ripley, against her better judgement, has been dragooned (yet again) into battle with those facehuggin', mucus spittin', acid bleedin', chestburstin', cool fizzin' Aliens. So the scene is set for Electric Dreams' next biggy — *Aliens*. The slimy little beggars have infested a space station inhabited by scientists. Ripley and a crew of five must rid the station of these pests since Rentokil doesn't make space calls. You can switch control between the six characters from the comfort of your armoured car since you can see everything your troops are up to through the eyes of cameras mounted on their heads. With 255 locations, scrolling windows and stroboscopic light effects it's not just a game — it's war!

Tempest

Splutter . . . splutter . . . hork . . . hork . . . Sorry, just clearing the ol' tubes. No need to wrinkle up your snout. *Frontlines* is clearing the hyperspacial wireways (wire tubes) in Electric Dreams' new game *Tempest*. These wireways are infested by aliens and you, as a sort of flipper (is there a porpoise to this? Dolphin so), must flip around the outside blasting the aliens as you go to stop them advancing up the tubes. With 99 levels it's going to be pretty Tempest-uous!



Fairlight II

It was 1985 and a young unknown Swede called Bo wrote a game. He called it *Fairlight* and it went on to be one of the year's best sellers — a real turnip for the books. Now there's *Fairlight II — A Trail Of Darkness* where you, as a slave, start the second part of your quest having made a bit of a Bo Bo and given the Book Of Light to the Lord Of Darkness. Another real life true story from *Your Sinclair*.



Dr. What



Back to the beginning of the universe to the Big Bang Burger Bar — WHERE? Four-Dimensional-Neuron-Blaster — a drink made from the sweat (ugh!) of an incensed Alpha Ceti Minor will blow your mind — WHAT? You can happily sleep off hangovers for the next few billion years 'cos it's the start of the universe - WHEN? The effects from the drink necessitate the service of their brains by the Jellybaby of infinite wisdom — WHY?

What, Why, When and Where are the four doctors who (yes, Who) embark on this bizarre journey to obtain the ultimate knowledge of the Tower of Darabur. Trouble is, they've been scattered across time and they're pretty squiffy. And to answer the other question that's on the tip of your tongue — just have a look at the screenshot, it'll set those braincells boggling! Another amazing game from CRL!

Terminus

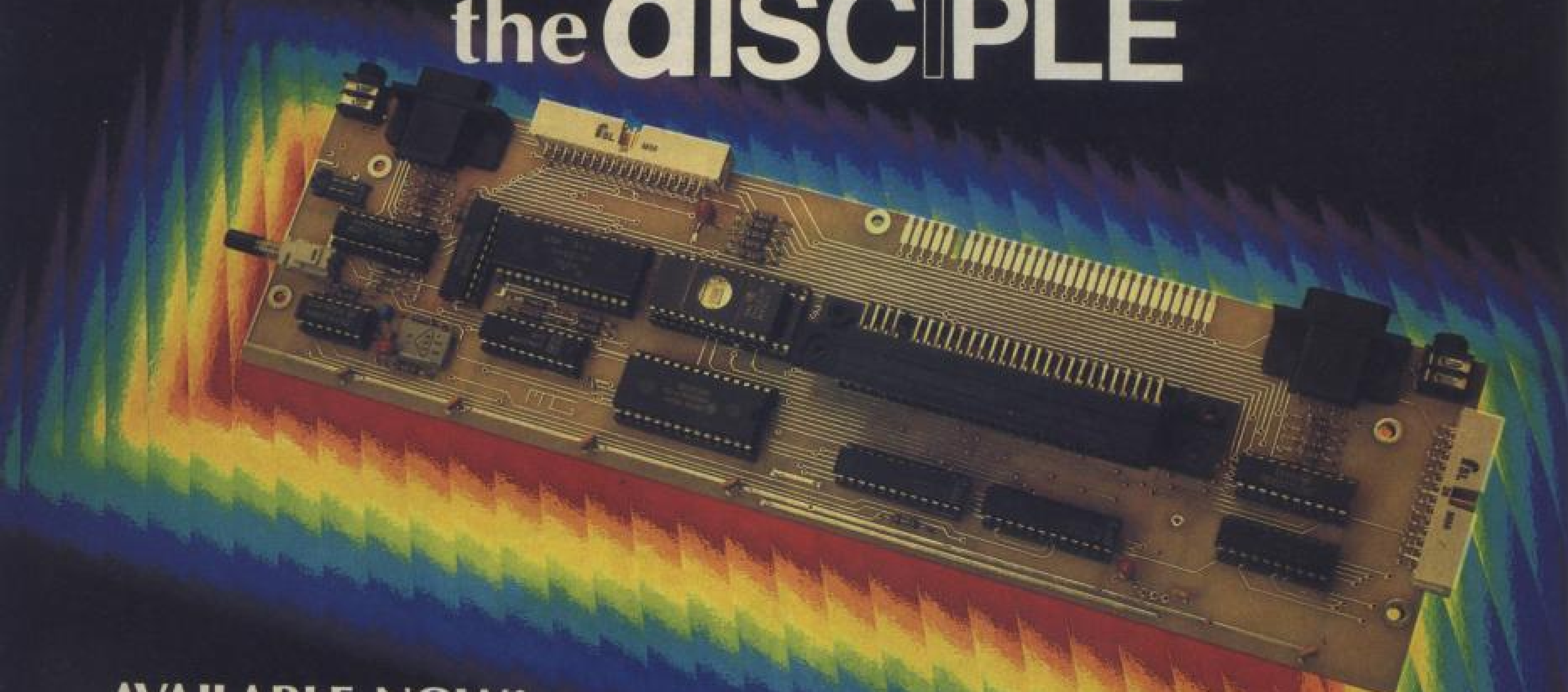


Porridge. Yummy, yummy, yummy. Specially with lots of honey. Oh misunderstood again — *that* kind of porridge! Where all the inhabitants wear pyjamas with antipodean palm trees on and keep the Post Office in letter sacks. Well, this is Prison Planet and the leader of a gang of criminals is doing time — but the gang ain't too happy 'bout it and have decided to spring him. Boing!

You control the four criminals and have to mastermind the job. But you're up against 100 different types of alien and the planet's own defences. Lucky for you then, John, that each member of the gang (Come back Gary — all is forgiven) has a particular talent that'll help you get through. Choose whichever perversion takes your fancy — clinging to the ceiling, bouncing, walking up walls or just plain flying. There are 512 screens and it's going to be a real|slammer of a game! Out soon (geddit?) from Mastertronic.

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LETTERS

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Ha! The Ed thinks there are no letters this month. Little does he know that I've decided it's about time I took over this section and stopped all his nit-picking, parentheses (brackets to the rest of us) and flippant comments. After all, I do the rest of the mag!

So enough of all you moaning minnies — in the words of A Lang (address witheld 'cos he didn't send it) here's your Thought For The Day: If people moan so much about your mag then why the @&@%!$**buy it! So from now on all the letters will only be about nice things and what better place to start than here....**

T'ZER FAN CLUB

PS I think T'zer is terrific and could you give away a life size poster free!
Paul Curnow
Sheffield, S. Yorks

...T'zer, you're the best thing in the magazine... pleeeease, pleeeease, pleeeease could I have a piccy of T'zer for my personal keeping.
Craig Hoggart
Kendal, Cumbria

PPS My brother is in love with T'zer, so can you send a signed photo please.
Philip Saddington
Hull, Humberside

PPPS T'zer is fab and tell the Ed that if she can't be on page 3, how about the classified ads?
Mark Hanrahan
Waterford, Ireland

Unfortunately, there just isn't enough room to print all your letters! But don't let that put you off sending them. **T'zer.**

SOFT TOUCH

STAR LETTER

I'm a 13 year old computer maniac and I recently wrote letters to various software publishers. But why? (*Why indeed. T'zer*) Simply to find out how good the companies really are. I wrote to ten companies asking for general information on their products and here are the results:

Ocean	Reply after 8 days
Mirrorsoft	Reply after 16 days
New Generation	Zilch
Mastertronic	Reply after 6 days
US Gold	Zilch
Beyond	Zilch
Elite	Zilch
Melbourne House	Reply after 42 days
Domark	Zilch
Firebird	Zilch

Mirrorsoft even sent catalogues and posters and will be sending me regular updates on its products.
Robert McSherry
Kilburn, Derbyshire

It's good to see software companies providing a good customer service. Obviously they get a vast amount of enquiries and it sometimes takes time to sort through them all and send out the relevant information. But it's always better to wait for an answer than not to get one at all. Hats off to Mirrorsoft for its speedy and friendly service. **T'zer**

CAT-A-TONIC

I have totally forgotten what I was going to say in this letter. But I hope it lays to rest the myth that most arcade shoot 'em up players are stupid.
Lee Ayers
Crewe, Cheshire
PS Did you know that cats can actually smell colours? Pity there's no way of proving this!

Did you know that the Ed is an extremely good writer? Pity there's no way of proving this! **T'zer**

T'ZER PLEADER

Dear Ed aka The Great One, Please, please, please print another (colour) pic of T'zer (pant! pant!) in your oh-so-wonderful mag as I missed the August issue. I'm sure lots of fellas would love to see her once more.
Adrian Matthews
Lurgan, Northern Ireland
PS Sorry about the toilet paper but it was the only thing available.

I'm sorry but only the select few get to see my 'once more' and we're certainly not going to print any full colour pictures. What d'you think this is, *Points Of View*? **T'zer.**

CHECKMATE

I can't tell you how pleased I was to see that both *Colossus 4* and *Psi Chess* were reviewed in the October ish. But I was rather disappointed to find that the reviews were made by Gwyn who was honest enough to admit she was no chess player.

Do you think it would be possible to get your reviews done by people who at least have a reasonable knowledge of what they're reviewing. I'm quite sure you could have found some very willing chess reviewers from your local chess club.
Simon Strange
Hassocks, West Sussex

Rachael would be very surprised to find that Gwyn is in fact a girl! It would be nigh on impossible to get reviewers who're experts on every game's content. How many Spectrum users are qualified pilots, gold medalists, Ninja warriors, Mermaids, members of the SAS? And if you can find the right person to review *Scooby Doo* then you're a better man than I, well woman actually. On second thoughts don't answer that. **T'zer**

BOTTOMS UP TO WILLY'S

I thought you might like to see this advert from the local 'news' paper, The Wells Journal. Does Miner Willy know about this I wonder? Yours in awe of the excellence of *Your Sinclair* (compared with Sugar User, Crush and Computer and Vegetable Games).
Paul King
Wells, Somerset

Does this mean the house beer is called Willy Warmer? **T'zer**

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CHOPSTUCKS

I recently purchased a copy of US Gold's *Kung Fu Master* — and to be quite frank my first impression of it was unprintable. After a few thousand games I got quite fond of it — until I came face to face with the Guardian on the 4th floor. I had no option but to swing my leg landing a well-placed kick in the mid-region of the body — but to my complete horror his energy didn't deplete at all. Even worse another Guardian appeared at the rear and no amount of punching and kicking would shift them.
Stephen Martin
Glasgow, Scotland

Perhaps you should try a less violent approach. Talk to them. Try to understand their problems... help them come to terms with... (snip) **T'zer** *Put the boot in, that's what I say.* ***Troubleshootin' Pete***

LETTERS

BEARING UP?

This is a complaint!!!!

You lot can breathe easy 'cos the mag is great. I'm writing to complain about the game *Bobby Bearing* as I am now suffering from severe finger fatigue as a result of the game being naffed up.

It all started in the shop. First, I was given a game with a broken case — fair enough, they simply swopped it. I was just leaving the shop and shock, horror I realised I had no instructions so I had to go back and get them. I rushed back home, plugged it all in and selected the Kempston joystick option — imagine my surprise when everything stopped. I spent all afternoon trying to load it which it eventually did only after I'd removed the Turbo interface.

Two weeks later I returned to the shop, or rather my mum did — we do live about 20 minutes away. I dug it out of the peas, bread and cheese and loaded it in. I chose the Kempston option again (sounds of nailbiting and hair tearing-out) and it died again. I finally looked at the instructions only to find there weren't any and that I'd cut my finger on the cracked cassette case. So for my £7.95 I bought a naffed game and a large doctor's bill! Apart from that the game is very good and enjoyable to play. You can wake up now I've finished.

Yours frustratingly,

Philip Miller
Eaton Bray, Bedfordshire

Zzzzzzzzzzzzz... sorry did someone say something? **T'zer**

CHEAP'N'CHEERFUL

YS brings me new hope. Apart from being one of the cheapest mags it is by far the best. I admit to buying other magazines but YS really takes the cake (as long as it isn't one of my mums — yeuurch!). YS is very colourful as well — not exactly a sunglasses job but it does catch the eye. And I like the POKEs — I'm not saying I cheat or anything but I wouldn't have completed half the games without them. Keep it up — the good work I mean.

D J Morgan
Barnstable, Devon

You say the nicest things. **T'zer**

GETTING SOME STICK

At last you managed to get away from the 'comic look' — no more weighty wrestlers, batty Batmen or gruesome Goblins. The September issue actually looked quite adult-ish but then I saw them... Yes, you guessed it — the stickers! Were these seven lousy stickers supposed to increase sales? And if so, did they? I reckon they were more of a deterrent to older people — no one wants to buy a magazine that appears childish. I must admit I felt a bit of a wally (*Which particular bit of a wally did you feel and did he mind? T'zer*) buying your magazine so how would older people feel? If the stickers were not intended to boost sales and were simply a gift to the readers, I'm sure there's something more relevant to the world of computers you could give away.

In short, nice mag, shame about the freebies.

Ernie Ackers
Amersham, Lancashire

You don't think you're being a teensy-weensy bit stuck-up about this? The stickers were just meant to be a bit of freebie fun — if everything about computing had to be "serious" there wouldn't be much room left for most computer games and no-one would buy YS. And anyway, they were extremely relevant to computers. The only things holding our Speccy together now are the stickers on it. And while we're on the subject, I reckon a YS sticker spot would be a good idea. What's the oddest place you've seen a YS sticker? Oh, and the Ed doesn't count, odd as he is! **T'zer**

DEER ED

My big uncal anthony sed i shud rite yoo an tell yoo ow nasstee an crool an uglee an reely nawty yoo arr. Yoo is wikked coz yoo arr hallways pikin on a teeza an she shud get yoar gob, sawwee i meen job. Yoo have allsow gott me verry verry angree bye polootin hexes gollum width nawty pichas of nawty gerlees.

Sinned,

Wily Mayers (aged 6 ¾)
Wrecsam, Clwyd

I am nott afraed of the bigg bad Ed. But yoove got a poynt — i fink i shud get his job coz i am a muc gooder riter an i woodnt poot in pichas of nawty gerlees — i wud hav nawty bois insted. **T'zer**



TRAINSPOTTER AWARD

Conversation between Phil South and Martin Dixon (Art Editor):

Phil: Hey Martin, sort out an old pic of *Spellbound* for me, I've just got the 128K version for review.

Martin: Okay, leave it to me Phil. Thinks: "Hmmm, he must mean the Beyond game as he did say an old pic."

Five hours later...

Martin: Here's the *Spellbound* pic you wanted, Phil.

Phil: Can't look now — too busy playing *Star Firebirds*. Stick it in an envelope and send it for print.

Martin: Okay mate.

Meanwhile in the Editor's office...

Ed: Hey hold the front page, boys, I've got another program printout megagame — never seen anything like it — you fly this plane from right to left across the screen, and drop bombs on some buildings. You only need to press one key — and it's all done in under 16K!

Rest Of The Gang: Oh no-ooooooooooooo....



Trainspotter awards are on their way to Pete Lee of St Neots, Cambridgeshire and to Charlie Brooker of Wallingford...

LETTERS

SILENT NIGHT

I'd like to know whether there's any way of switching off the Speccy's sound synthesiser as my old man works shifts and some mornings has to catch up on his sleep. My mum says that if I wake him up by the sound coming from my lovable Speccy then he'll give me a foot up the whereabouts and a thick ear.

Ian Morrison
Fife, Scotland

The Speccy's sound keeps your dad awake? He's not the bionic man by any chance? It's probably just an excuse to give you a thick ear anyway. And a jolly good thing too! T'zer

SACK SLACK MAX

Sack Max Phillips now! He gave *ACE* a good review. Wot a pratt! That game doesn't deserve a mark of 1 let alone 8. It's full of bugs (well three), unrealistic, unresponsive and far too easy — I completed up to level 4 the day I got it. Taking off — easy you say. Easy if you don't try to turn, dive or pull up below take-off speed — which is very high! Climbing is like swimming in treacle. In-flight refuelling? The one time I had enough fuel to reach the aircraft I collided with it even though I was a thousand feet above it. Big plane that tanker! And to cap it all there's the dreaded Lenslok with absolutely no instructions. I eventually took the game back in disgust.

Yours forever T'zer,
The Ace Himself
Portsmouth, Hants

You've put your finger on it without realising. Oooh, it's quite nice too! "Climbing is like swimming in treacle," you say. And what does Max do in his spare time? Need I say more? T'zer *No! Max*

DEMOLITION MAN

Where does ZZKJ get his name from? Read The Demolished Man, a sci-fi book by someone whose name I've forgotten (I lost the book) and you'll see that the baddie Ben Reich has a code. In the code the letters ZZKJ mean confidential.

John Lawless
Dublin, Ireland

ZZKJ a demolished man? Course you're right but he makes absolutely no secret about it. T'zer

NO BILL PRIZE

It is my considered opinion, (I'm 'Oirish so I should know) that the entire staff of YS have a combined IQ equal to that of an empty milk bottle without the milk.

But for this unique attribute among magazine staff I reckon you wouldn't have the best compo mag around. Count yourself lucky!

Yours in a nutshell,
Bill Campbell
Dun Laoghaire, Dublin

If it's all the same to you Bill I'd rather not have mine in a nutshell thankyou. What I want to know is exactly what the difference in IQ is between an empty milk bottle and an empty milk bottle without the milk. Where did you say you came from? T'zer

SIMON SAYS...

I've been reading your mag for some months now and enjoy it immensely. Nothing strange in that I hear you say (I'm using my imagination for this bit 'cos my hearing's not *that* good!), but I have never owned a Sinclair computer. I do have a Commodore but before you shoot me down in flames let me explain.

I have a voracious appetite for computer mags and read a number of other mags on a variety of computers. Computers are not a fad — they are important. And don't listen to boring encyclopedia-wielding Anoraks. Playing games is fun and reason enough for owning a computer. Although gamesplaying isn't going to make you a highly paid business programmer it does at least make people feel comfortable in the vicinity of a computer and this 'some day computers will rule the world', 'the police have a computer that'll arrest a man and hang him in less than eight seconds' attitude will fade.

That's it! Apart from, if you enjoy producing the mag half as much as I do reading it then it must be one hell of a place to work!

Simon Sleightholm
Northumberland

It's certainly hell alright! T'zer

GORDON BENNETT...

Well done, well done, well done, give away a bundle of T-shirts just as winter's coming up. Whoever thought it up should be given the 'Berk Of The Month' Award.

Anyway I thought I'd try my hand — if I won I could aways wear the whole lot together. So, I cut out the coupon, stuck it to the back of a postcard and sent it off. Next morning I awoke to find... the postcard on my doormat. 'What is Castle Rathbone up to?' I thought. So I stuck on yet another stamp and posted it again. A few days later what do I find on my doormat, no not a bundle of T-shirts but the postcard!! Help! I can't get rid of it. What's up with the postman today? Why are they reading the back of postcards?

Not to be outdone I put another stamp on the card and tried a different postbox. So far so good but I can tell you I really dread looking at the doormat just in case it returns...

E Bennett
London SW11

Your postcard is winging it's way back to you right now. T'zer

WE ARE NOT AMUSED

The 'Devlin' has just seen Craig Gallacher's pathetic letter and I'm not amused. How can you publish such guff? He states that I should be in a loony-bin when he, surprise, surprise, wears a Transformer watch and puke, puke, cords with, wait for it, *flares!* How mental can you get?

Yours disgusted,
Mark Devlin
Ayrshire, Scotland

How can we publish such guff? Easy! We've just done it. Anyway, I rather like Transformer watches and the Ed always wears flared cords. He reckons they go with his anorak! T'zer

JUST WILLIAM

Having read T'zer's hilarious list of Willy games I've decided to send you a few more: *One Man And His Willy, Neverending Willy, Journey To The Centre Of Eddie Smith's Wi... (Rip... Really! T'zer)*

Mark Barnwell
Torpoint, Cornwall

Very kind of you I'm sure Mark but I've got all the Willies I can handle at the moment. T'zer



The winner of the Pervy Pic Compo (Frontlines, issue 8) was none other than Stephen Nolan of Liverpool

SMALL PRINT

PS Is this the star letter???
Ralf Kurbitz
West Germany
I think you can work that one out for yourself **T'zer**

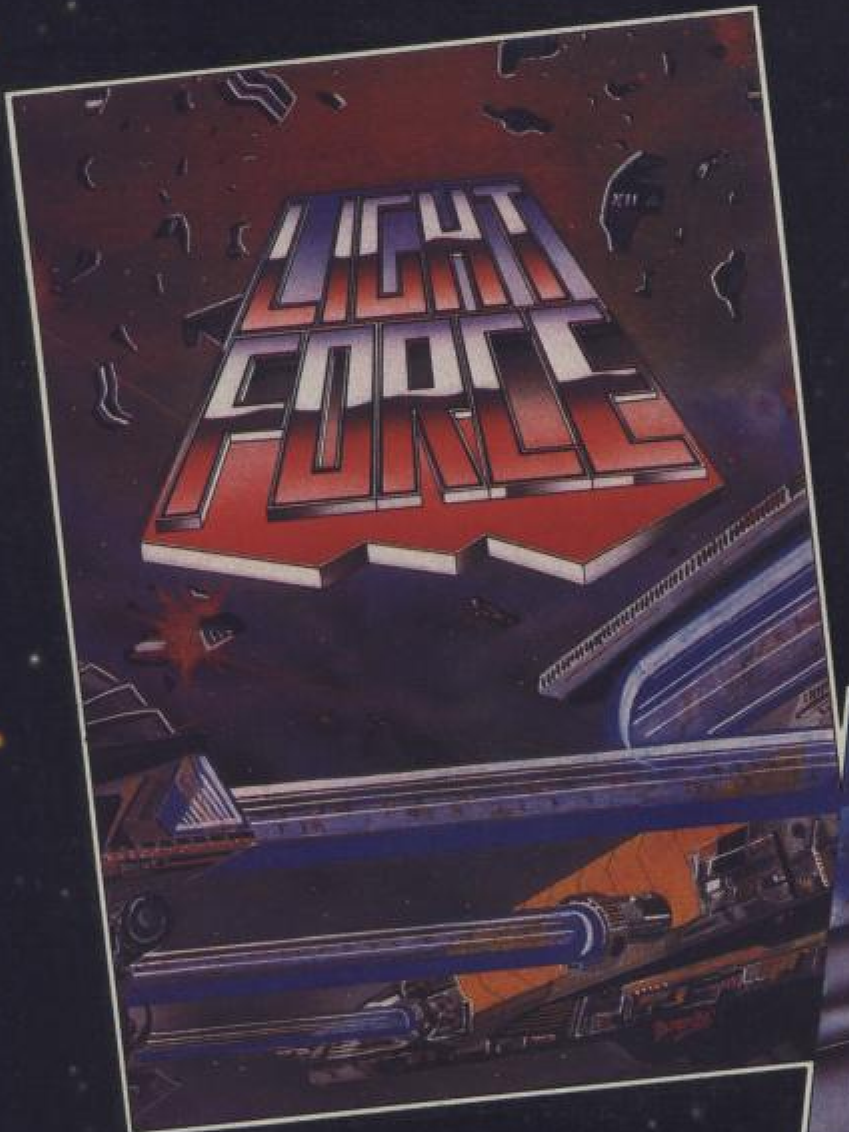
Could I purchase from you a drinking mug with *Your Sinclair* printed on it?
Royston Davidson
Birmingham, West Midlands
I think there are quite enough mugs in this office already. **T'zer**

Would you be so kind as to publish this letter in a condensed form.
Craig Shaw
Universal ZX Club
1 Swiss Walk, Batley, West Yorks
Consider it done Craig. **T'zer**

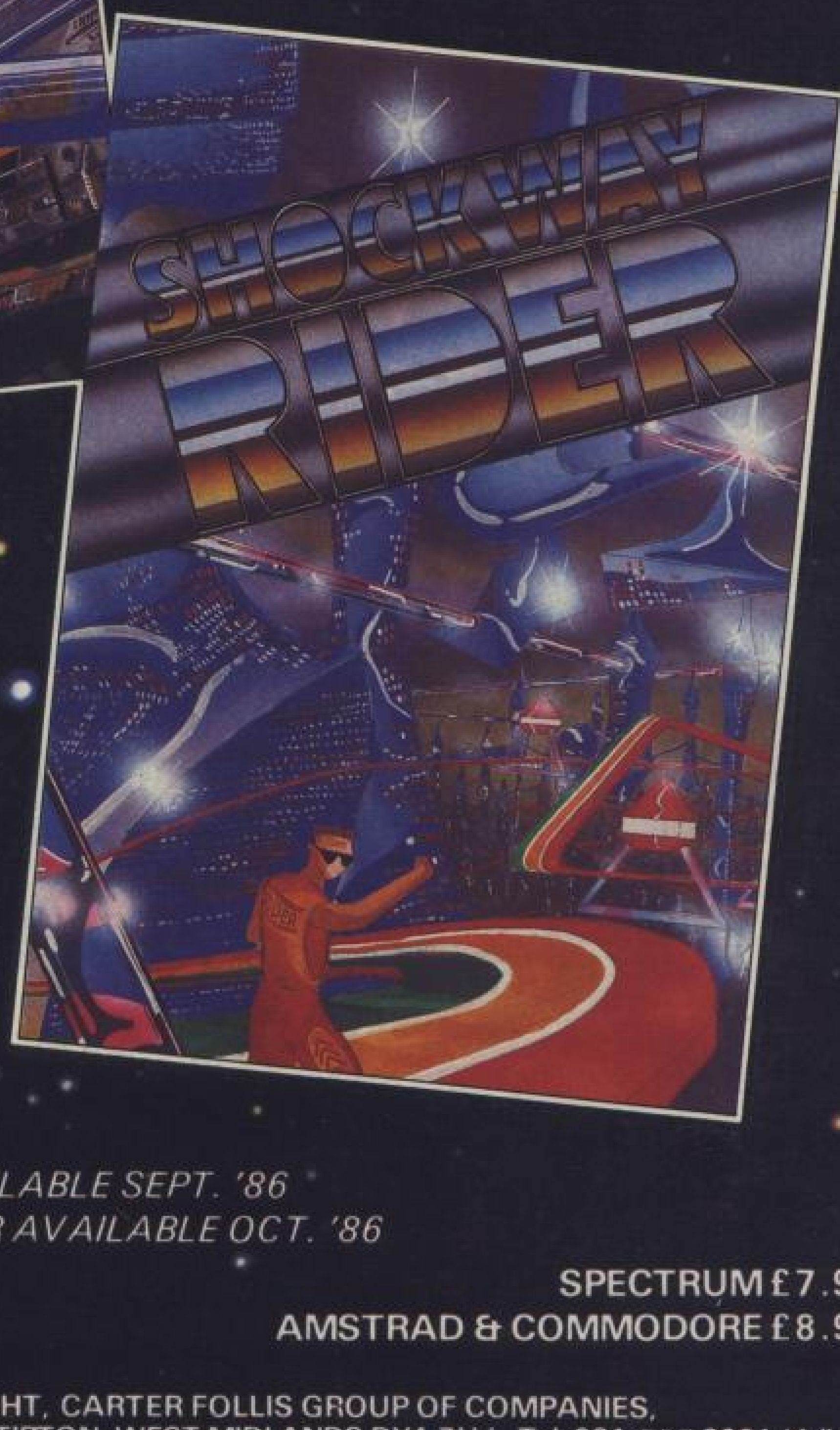
PS If this ain't printed could you please put a note in the magazine telling me so.
Gareth Burge
Glasgow, Scotland
Just a little note to say your letter hasn't been printed this month.
T'zer


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YS AND HEWSON COMPO

HEAVY METAL

WIN A GHETTOBLASTER

AND 30 COPIES OF HEWSON'S *URIDIUM*

Friends, trainspotters and *YS* readers, bend me your ears. You may not know that Uridium is the name of a little known heavy metal. You may not know that, 'cos it's not true. It's also not the name of a heavy metal band whose lead singer headbanged himself so hard that his brain burst out — and no-one noticed.

But fortunately these few "facts" haven't stopped Hewson from offering the winner of this month's compo something that's both heavy and metal. It's an amazing stereo ghettoblaster with more tweeters and woofers than a cage full of canaries at Battersea Dogs' Home. A Panasonic RX-FM15L stereo radio cassette recorder, actually.

Now you can blast the wax out of your ears while you're blasting aliens in Hewson's latest megagame. Which, as it happens, *is* called *Uridium* — and that's a fact!

You can read the full review of the game in this issue, but just to whet your appetite, here are a few facts about it. 1) It's brilliant. 2) It's brilliant despite being a conversion from a Commie original. 3) It's a scrolling shoot'em up that's more addictive than those little orange soft-centered ones in a bag of Revels. 4) There is no number 4. 5) It's brilliant.

But I'm not hanging around here all day when I could be having just one more go at a spot of mindless annihilation. All you have to do before you win a copy of your own, or the portable stereo, is look at the picture. Done that? Now look at it again and you'll see that there are the names of a number of metals subtly secreted within it. In fact, there are ten in all and you just have to tell us which they are. To get you started, that women is a platinum blonde, so your first metal is platinum. Elementary, ain't it?

Now fill in the coupon with your ten metals and post it off to That Really Heavy Uridium Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



Illustration: Nick Davies

REALLY HEAVY RULES

Stereo rules okay. Employees of Sportscene Specialist Press and Hewson may not enter the compo. Employees of Sportscene Specialist Press and Hewson may not enter the compo.

The Ed's decision is final and if you try to enter into any correspondence he'll blast more than your ghettos.

Uridium person if you don't get your entry in before the last day of 1986.

This compo's a real steel! I spotted all ten metals hidden in the piccy:

1.............................. 2..............................

3.............................. 4..............................

5.............................. 6..............................

7.............................. 8..............................

9.............................. 10............................

Name..............................

Address..............................

....

..............................Postcode..............................



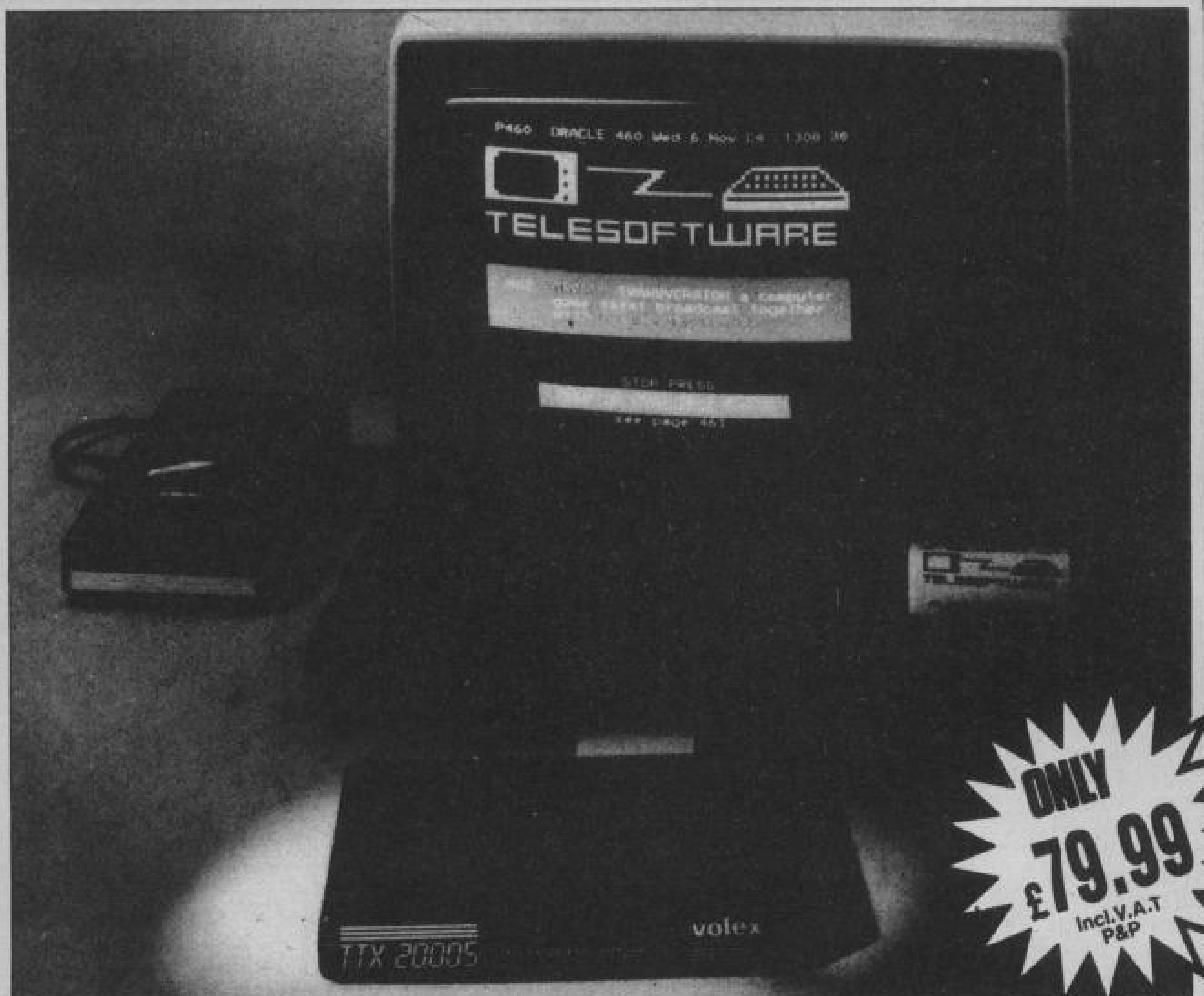
A Panasonic RX-FM15L stereo radio cassette recorder, actually.

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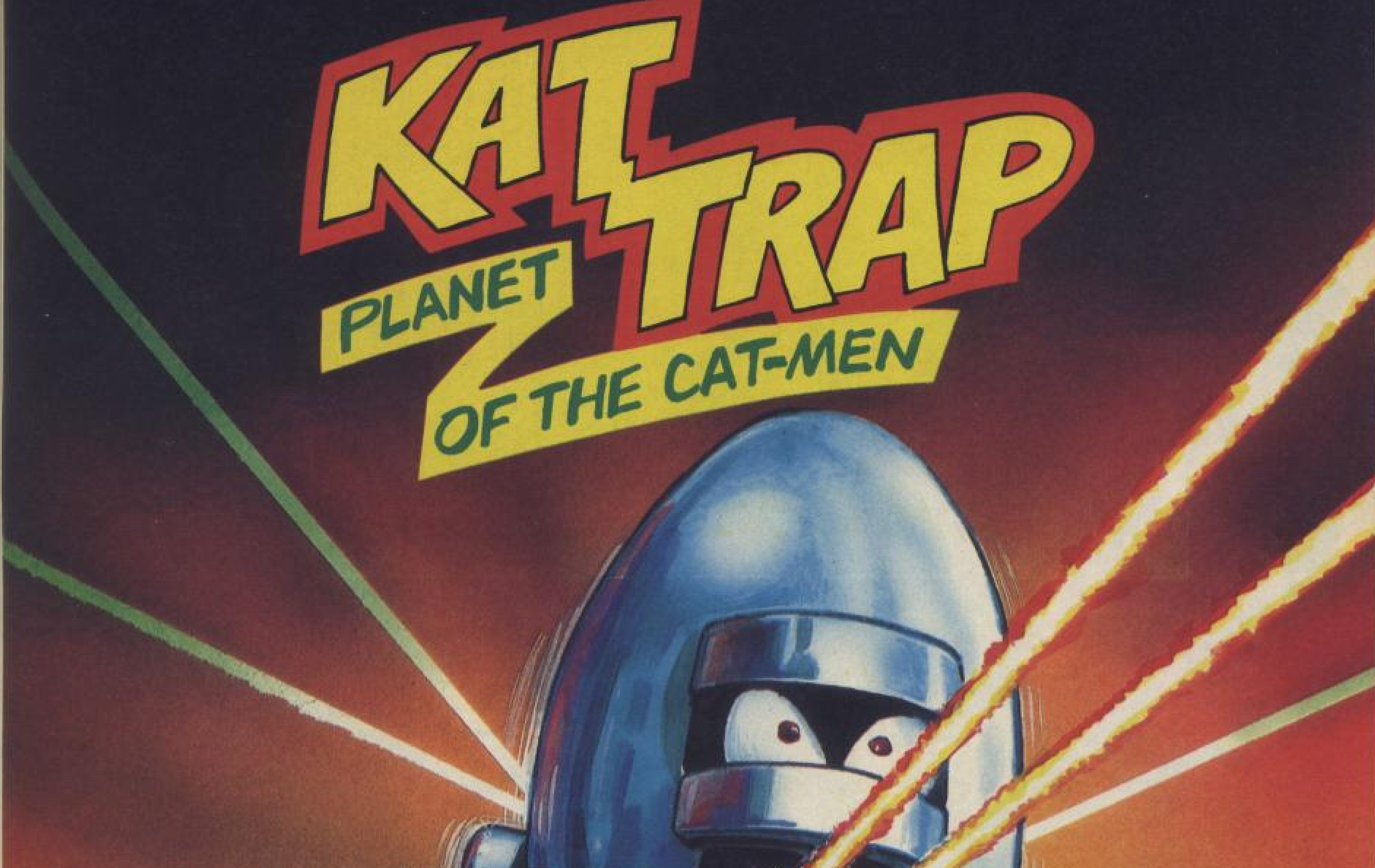
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TTX2000S

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Kat Trap is the winner of the "Crash Magazine" 'Genesis' competition. This game was selected out of 4000 entries and has been programmed by the top rated Design Design team, (need we say more).

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YS PREVIEW

Dare you play DANDY?

You've heard of *Fist*. You've heard of *Gauntlet*. But *Dandy* from Electric Dreams? *Tommy Nash* reckons this is one glove puppet that might yet deal the knock-out blow.



Ask anybody the name of the most eagerly awaited game this Chrimble and nine times out of ten the answer you'll get is *Gauntlet*. That's because nine out of ten arcade addicts, who expressed a preference, said that cool cats prefer it. *Gauntlet*'s gobbled up more 10p's in the amusement arcades over the last year than just about any other machine. For most of us, it was glove at first sight. Trouble is, we're going to have to wait just a bit longer before we can get our hands on, or in, US Gold's *Gauntlet*.

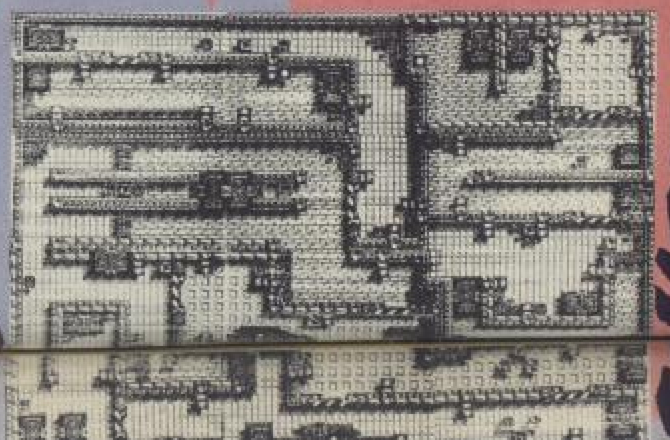
Dandy has everything to do with *Gauntlet*. But it's not a rip-off, rather a conversion of the original Atari game that *Gauntlet* was based on. It's a one or two player game set in a labyrinthine multi-level (fifteen in three loads) dungeon which you view from above. And very smart it looks too.

It contains some of the prettiest graphics to be seen on the Speccy. Finely detailed dungeons, subtly shaded for 3D depth. And the colour has been used to considerable effect as you can see from the screen shots.

But of course, there's a price to be paid for such great graphics. Unlike *Gauntlet* in the arcades, *Dandy* flips from screen to screen instead of smooth scrolling which can become confusing sometimes. And annoying. If you kill all the nasties on one screen but forget to destroy their houses, they all regenerate when you re-enter. It's just too easy to dodge back a screen only to find that the hideous hordes have regenerated while

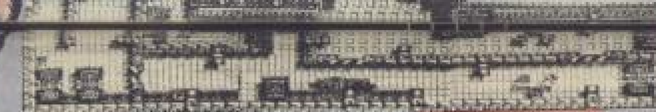
If you're looking for a spot of senseless slaughter then this is the game. The screens are positively crawling with creepies. Not too bright most of them but their reinforcements come with reinforcements. You don't have to be quick to kill them, just persistent, though you can wipe the lot out in one go by using a spell. But they're soon joined by two other types of enemy, faster and more intelligent.

But don't get me wrong, it's not all slaughter, jolly as that might be. There's a great deal of strategy involved. Where should you use the keys, for example? There are only enough on each level to get you through to the stairs that lead down to the next level. Should you use your spells as you go along or save them up for later? And if you don't use the spells, will you waste valuable energy wiping out the enemy? The answers to all these questions and more will only be found by playing the game. So if you can't wait to find out if US Gold's *Gauntlet* comes up to scratch, here's a game that's come out with its gloves on. I reckon *Dandy* is a real Beano feast!



when you re-enter. It's just too easy to dodge back a screen only to find that the hideous hordes have regenerated while you've been away. And if you hang around too long on a screen, one of the really nasty nasties appears, to do you a... nasty. It'll be interesting to find out whether US Gold plumps for multi-colours or scrolling on *Gauntlet*.





A-maze-ing! This is the map of just one of the levels, the second on the second load. There are another fourteen similar stages, all taking up twelve screens and all jam-packed with terrors untold. Not surprising then, that to cram so much in, the game is multi-loaded in three parts. Each load contains five levels and a four screen reward level on which you have to dash about like a headless chicken collecting as much treasure as you can before your time runs out. All told, that adds up to... er... to... an awful lot of screens (*192, birdbrain! Ed*).

FAX BOX	
Game	**Dandy**
Publisher	**Electric Dreams**
Price	**£7.99**
Release Date	**20th October**

SHEBA

A stairway to heaven. Hell, more like. As you descend through the levels, it gets older and older and colder and colder until you come to the Ice dungeons. But you've a long way to go yet so you'd better step on it.

The charnel houses are where you want to shoot, bonehead. But you can only destroy them when you've cleared all the nasties from a screen. And if you don't destroy them, then the enemy's back to full strength when you re-enter the screen.



Flip me. These squares are the tunnels that flip you from room to room. Which room depends on the angle you position yourself in before entering.

Decisions, decisions. Should you use a key to get through the door or hope that you can find a flip tunnel to take you to the other side. Only when you've played the game for a while will you work out an optimum route through each level.

What a lovely couple. Not exactly Dempsey and Makepeace from the looks of them but Thor and Sheba were obviously made for each other. And, of course, this being a completely non-sexist game, you get to choose which one you want to play in one player mode.

YOU AND ME AGAINST THE WORLD

It's a funny thing about friends. Everyone's got them. You have. I have. Where would Holmes have been without Watson, Roland without Oliver, Bill without Ben? Up the garden path without a paddle, that's where.

At last, here's a game that you play *with* a friend rather than against them. You need them, they need you. Behind every Thor there's a Sheba. He slays on contact, she shoots from the hip. Back to back, you bravely tackle the terrors that lurk behind every turn in the wall. Of course, you can play the game on your tod but it's not nearly so much fun as battling it out with a buddy.

And that's where a lot of the game's strategy comes in. One of you holds off the nasties, draws their fire, lures them to their destruction, while the other picks up the keys, spells and food that are scattered round the dungeons. And if one of you should die then it's up to the other to bring the corpse back to life. Use a spell and by default it resurrects the dead.

In this spirit of co-operation rather than competition, you make your way together through the fifteen levels until you come to the ice dungeons at the very bottom. And then the tension mounts. Can you really trust anyone but yourself? After all, only one of you can win. Only one of you can make it into the final room where the secret runes are stored. Only one of you has the chance to see the runes translated — if you have enough spells left — and be given the message that you've won. But what the heck. A friend's a friend. After all you've been through together, surely now's the time to bury the hatchet. In him before he buries it in you!

THOR

I'll just toddle along here and collect all the valuable food, spells and treasure while you hold off the nasties. What d'you mean, of course I'd do the same for you! And no, I can't wield an axe with my fingers crossed.

There's Gold for US here. Collect as much treasure as you can — it all adds to your high score at the end. And remember that at the end of each load of five levels there's a reward screen with treasure and no nasties.



Scroll on. Here you can see the number of keys, treasure and spells you've amassed. But the figure to watch is the one showing your energy. When it starts to get low, you must avoid mixing it with the enemy and look for food — fast!

Dem bones ain't just dry, dere dangerous as well. Walk on them and they'll sap your energy. Don't walk on them and you can't complete the game.

These 'orrible arachnids are all over the first levels. Fortunately, they're a bit dense and just wibble about a bit waiting to get wiped out. If only the same were true of the other nasties though they don't appear in this pre-prod version.

Illustration: David Elliott

Home and Continental Computer Services Ltd

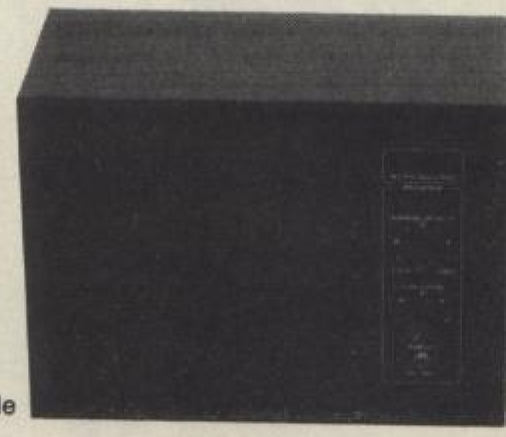
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HIT LIST

Talk about tons of new entries! Obviously the Christmas rush is starting already, with the software companies bringing out games by the bucketful. Top of the heap this month is Software Projects' *Dragon's Lair*, while Virgin's *Dan Dare* shoots in at number two. Ocean has two driving games in the top twenty, *Nightmare Rally* and the long awaited (though not long enough, according to the reviews) *Knight Rider*. The only two games that aren't new entries in the top ten this month are hanging on bravely — *ACE* from Cascade and *Ghosts 'n' Goblins* from Elite. There'll be even more games for Chrissie next month — should be a great chart!

12 MONTHS AGO

Position	Title/Publisher
1	Way Of The Exploding Fist/Melbourne House
2	Nightshade/Ultimate
3	Frank Bruno's Boxing/Elite
4	Now Games/Virgin
5	Hypersports/Imagine
6	Highway Encounter/Vortex
7	Frankie Goes To Hollywood/Ocean
8	Southern Belle/Hewson
9	Action Bike/Mastertronic
10	Dambusters/US Gold

This chart is based on the *MicroScope* chart as compiled by Gallup.

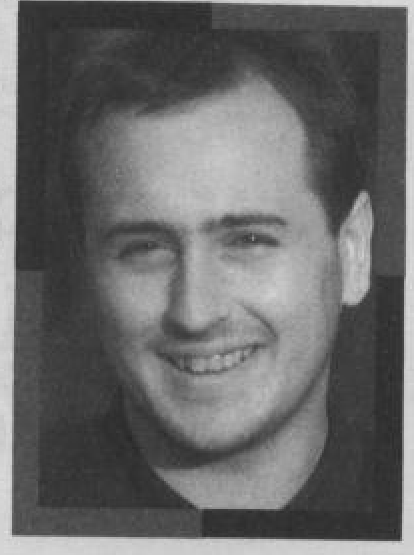
MicroScope

GALLUP

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest *MicroScope* chart, ask the manager to call Julian Harriott on 01-631 1433 — we'll send a copy every week.

THIS MONTH'S TOP TWENTY TITLES

	Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
★	1 NE	1	Dragons Lair/Software Projects	5
★	2 NE	1	Dan Dare/Virgin	9
★	3 NE	1	Kai Temple/Firebird	6
★	4 NE	1	Nightmare Rally/Ocean	9
▼	5 (1)	9	ACE/Cascade	8
★	6 NE	1	Olli and Lissa/Firebird	9
★	7 NE	1	Bump Set Spike/Mastertronic	4
★	8 NE	1	Heartland/Odin	9
★	9 NE	1	Knight Rider/Ocean	4
▼	10 (6)	15	Ghosts'n'Goblins/Elite	9
▼	11 (7)	5	Full Throttle/2.99 Classics	8
▲	12 (13)	15	Molecule Man/Mastertronic	6
★	13 NE	1	Head Coach/Addictive	8
★	14 NE	1	TT Racer/Digital Integration	9
▼	15 (3)	5	Video Olympics/Mastertronic	3
★	16 NE	1	Dynamite Dan II/Mirrorsoft	9
▼	17 (4)	13	Jack The Nipper/Gremlin Graphics	9
▼	18 (2)	18	Ninja Master/Firebird	3
★	19 NE	1	Skool Daze/2.99 Classics	8
▼	20 (16)	5	Universal Hero/Mastertronic	3



DESERT ISLAND DISKS

Our castaway this month is Greg Holmes of Gremlin, the creator and programmer of that terrible toddler, Jack The Nipper. Since then, he's worked on Avenger and is planning more naughtiness in the follow-up to Nipper. Take it away, Greg...

Manic Miner/BugByte
The hours I spent on this one. It was the first real game I'd played on the Speccy and I s'pose the one that got me into writing games.

Android 2/Vortex
Okay, it's not technically brilliant and the 3D's a bit simplistic but at the time I was stunned. I rate all Costa Panayi's games, though I haven't seen **Revolution** yet.

Dark Star/Design Design
Ber-illiant! Don't you just lurve Vector graphics and Simon Brattel's run so fast.

Lunar Jetman/Ultimate
Another classic. Everyone thought it was much too difficult when it came out but I could really play it.

Monty Mole/Gremlin
Well, I've got to get a plug in for Gremlin sometime. This was like **Manic Miner** only with more puzzles. By the way, I wasn't at Gremlin at the time!

Grumpy Gumphrey/Gremlin
Oh look, another one from Gremlin. Hope someone takes this into account in my next pay rise. Shaun's coding's just great. No attribute clash and a great game to play. **Grumpy** had an enormous influence on the way that **Jack The Nipper** turned out.

Elite/Firebird
This is just so immense. And yes, I made Elite status — but I cheated.

Dynamite Dan II/Mirrorsoft
I loved DD but it was too hard. **DDII** is the only game I've spent any time on this year. And the music... just right for Desert Island Disks.

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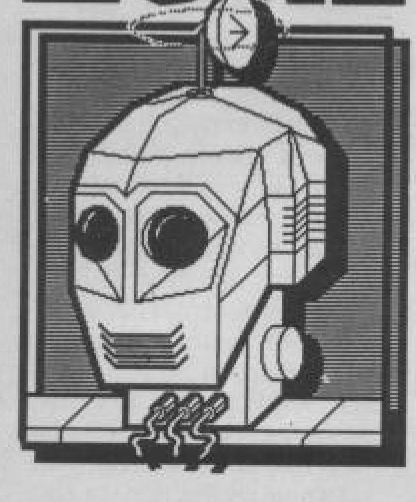
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HACK FREE ZONE



Who? Hex Loader? Hack Free what? Arcade hints'n'tips? All your favourite games? Those super little mittens with the elastic that goes up yer sleeve? Golly!

Ffffbbbbrrrrrr! Weeeoooo! Hey, I'm feeling so frootly today. I dunno why, I should be depressed,what with it being my birthday next month. Another year down the woosher, more grey wires on me circuit board... What? You didn't know computer generated people could have birthdays? Huh, and I thought you were intellectual. I s'pose you still think digital watches are a pretty neat idea. (Rasp!) Nah, only kidding.

SPELLBOUND

This is bound to please... (yuk yuk) the complete guide to the Spellbound Universe, bound up by **David Roberts** and **Christopher King.** Take it away, my little Magic Knights.

"Here's an invaluable table, inc. tablecloth (chortle), of objects and their uses in the Spellbound Universe:

Uses of all objects on all floors, from left to right.

ROOF

Four leaf clover — Part of Candelium Illuminatum spell.
Bottle of Liquid — Give it to Florin and take it back again to restore your energy.
Wand of Command — Obviously, you can command people to do things!

FOURTH FLOOR

Red Crystal — Part of Crystallium Spectralis spell.
Ancient Scroll — Read it for a big clue.
Green Crystal — Part of Crystallium Spectralis spell.
Javlin — Give this to Samsun and tell him to help when at the Pit.

THIRD FLOOR

Engraved Candle — The other bit of the Candelium Illuminatum. You must have the shield before you can cast the spell!
Teleport key — You must have this to use the Teleport pad.
Red Herring — Part of Fumaticus Protecticum spell.
Teleport pad — Must be on the floor before you use it. Keep it in the lift.
Glowing bottle — Used to pass the bottle rooms. Drop it to release the Banshee.

SECOND FLOOR

Book of Shadows — Give this to Orik.
Gold bar — Give this to Florin.
Lumps of brickwork — Drop these one on top of the other to climb the Tower.
White gold ring — Part of Crystallium Spectralis.
Blue Crystal — Part of Crystallium Spectralis.

FIRST FLOOR

Tube of glue — Give this to Florin.
Trumpet — Give this to Elrand. Summon him, using Elf Horn, to the wall on the Second Floor and command him to help.

GROUND FLOOR

Shield — Use this when casting Candelium Illuminatum.
Strange Liquid — Stand on it and cast Amouris Photonicus.
Pocket Laser — Summon Rosmar, give this to her and command her to help.
Broken Talisman — Give this to Florin if he has the Gold bar and glue. Command him to help.

BASEMENT

Power-pong plant — Part of Fumaticus Protecticum spell.

In addition, Samsun carried an Elf Horn, which you blow to summon characters, and Elrand has Miolnir, Thor's Hammer.

SPELLS

Crystallium Spectralis
Go to the Most Magic Room (Ground Floor). Drop the three crystals on the floor. Summon Orik, and give him the crystal ball. You must be carrying the White Gold Ring and the Wand Of Command. Cast the spell and throw the crystals at Gimbal to free him.

Candelium Illuminatum
Drop four-leaf clover. To cast the spell safely you must carry the shield. When this is done, cast the spell and the candle will be lit.

Armouris Photonicus
This makes your armour shiny. Stand on Strange Liquid (on Ground Floor) and cast the spell.

Fumaticus Protecticum
To cast this, carry the Red Herring and the Power Pong Plant.

Project Physical Body
The Broken Talisman (repaired by Florin) and the crystal ball are needed to cast.

Release Spell
You must have the White Gold Ring *and* gimbal must be free. Once this has been cast, summoning the character is in the right order completes the game. The order is the same as the pictures in the Gallery on the Second Floor, with Gimbal last.

LAP OF THE GODS

Hmm. I was gonna make a joke answer about being a lap-god... but I couldn't think of a good enough question... dammit! Still, the solution to this megagame should more than compensate for the loss. (Sob) David Poulson reports...

"First collect the effigies in the first two mazes (called DARWAIN and PRIMEOUS) to get Yellow Slab Acid, Blue Block Digger, and Hover Power. With these it should be possible to go round the other mazes and just keep digging until you find the crystals. I think the idea is to collect them in order, ie. first PRIMEOUS, then SECONDUS, etc. When you have finished the game, the playing window goes black and white and scrolls upward. You are then asked for your name for the hi-score table, but the name gets changed to CHEAT. Next game there is a cheat mode built in, accessible by pressing FIRE. David Poulson, Hack Free Zone, Gravesend, Kent, very damp, totally and utterly p...(Snip!)" Enough of these *News At Ten* type brown paper and string jokes. I'm the only one allowed to be stupid around here... er... yeah, right. (?)

RIPTOFF

All you lucky folks who picked up a copy of the September 86 Digi'T'ape containing *Riptoff* are in for a treat. **Kevin Marshall** of Northumberland and **Andrew Lea** of Ormskirk have ripped through the game and now provide you, and indeed me, with the secret passwords to ALL levels. No, I'm not going to tell you. Look, it won't be a blimmin' secret if you go round telling everyone! Hmmm. Okay, you talked me into it, you silvery tongued little repton, you!

1. **GALLOSNO**	8. **KANGIS BLO**
2. **KIT KAT**	9. **SPAF OX9**
3. **GEEZAHAND**	10. **HARLEQUIN**
4. **FLOSONUMF**	11. **BASGUILLAI**
5. **SNUQDIFILO**	12. **SAWQ BHURD**
6. **FAR 2 TUFF**	13. **TRI CLASBO**
7. **PUDDLE GLUM**	14. **BIASNO KLA**
	15. **CIRK ROHE**

Well now, ain't that a puh-retty thang? (What are you talking about?)

QUAZATRON

Wassis? It's white, two dimensional, rectangular and it's got writing all over it... must be a letter, I guess. Unless somebody wrote on Gwyn and put him through the mangle... nah, who'd do a thing like that? (*Tee hee. T'zer.*) No, it's definitely a letter. It's a teeny twinkly tip-ette from a fluffy little pair of slippers called **Johnathan Wingfield**. He has this to add to Turner Compton's *Quazatron* hints: **"To gain extra pulsars (the little wedges you use in the grapple game) you must first grapple weak droids, like f'rinstance B7, B8 or B9, and if you win you gain two or three pulsars. When you grapple Commander droids and win you gain a lot because you get the amount of pulsars your opponent had. You go back to pulsars when your interfaced parts burn out."** Oooh, yeah, I know just how they feel. You would make so light of it if it's happened to you! Thanks matey.

Soooooo, that's about the size of it. (Yep, it was huge last month, but I washed it and it shrunk!) And let that be a lesson to you. Some bright spark reminded me that I've stopped mentioning my favourite games, so here's a quick NB on that question, goodbuddies. Fave games: *Room 10, Dragon's Lair, Nightmare Rally, TT Racer* and of course the inimitable *Thrust*... hey, which arcade game was this based on? Any ideas?
Right thassit! I'm off!
Click Bzzzzzzzzz.

HEX'S HEROES

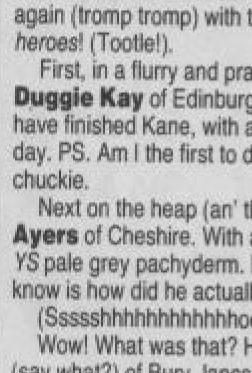
Click bzzzzzzzt. Yooooo! Nippy-noo-naas! Here we go again, on the old treadmill again (tromp tromp) with those super little mittens... (snip!) the stupendous *Hex's heroes*! (Tootle!).

First, in a flurry and prance of Sir Fredrick Mercury impersonations, comes **Duggie Kay** of Edinburgh, with some exciting news on *Kane* by Mastertronic. "I have finished Kane, with a super-cool score of 10,510 after having it for a mere day. PS. Am I the first to do so?" Dunno, but you're the first to tell me about it, chuckie.

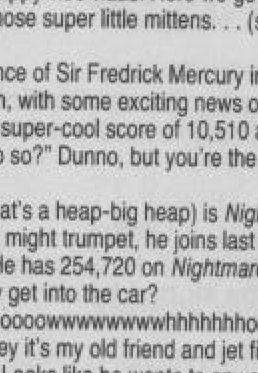
Next on the heap (an' that's a heap-big heap) is *Nightmare Rally* Hexpert **Les Ayers** of Cheshire. With a might trumpet, he joins last month's AJS as the second *YS* pale grey pachyderm. He has 254,720 on *Nightmare Rally*... what I want to know is how did he actually get into the car?

(Sssssshhhhhhhhhhhhoooooowwwwwwwwhhhhhhhooooosssshhhhhhhh!!!)

Wow! What was that? Hey it's my old friend and jet fighter **Ariya Priyasantha** (say what?) of Bury, lancs. Looks like he wants to say something... what? WHAT? Sorry, old spoon bender, can't hear you over the jet noise... What? Jack the what? Dipper!?! Oh, Nipper!! *Jack The Nipper*! What score? 99%! Flippin' Heck, you little Nipper, you! And with that we flew off in a cloud of soot! (Parp) Click Bzzzzzzzzz...



Duggie Kug
Kane/10,510



Les Ayers
Nightmare Rally/254,720



Ariya Priyasantha
Jack The Nipper/99%

Nightmare Rally

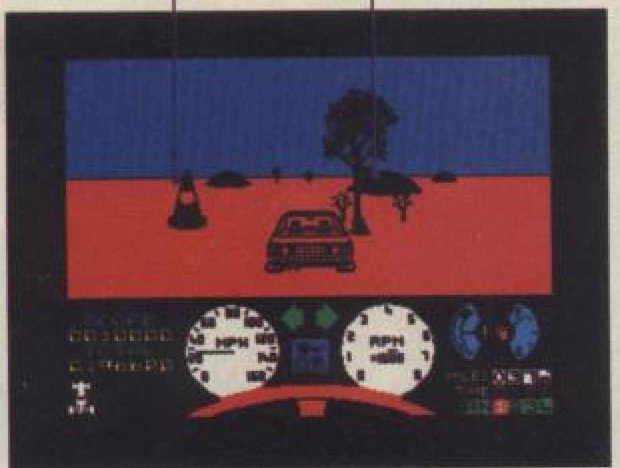
Tips rallied by Flippo

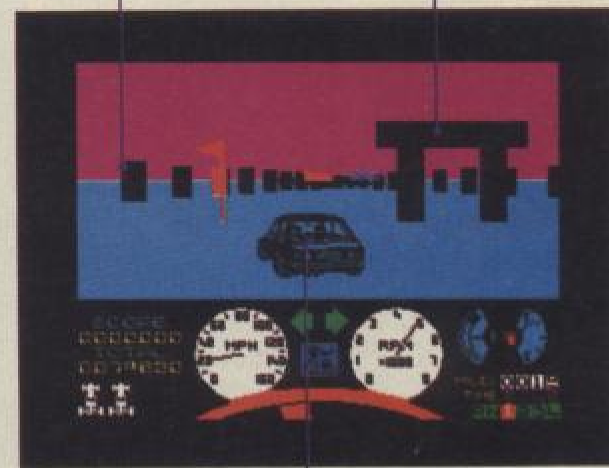
Cones are pretty handy. No, not ice cream cones, traffic cones. Contrary to what you might think, it's better to hit them, if you can, without missing a gate. You score a tidy little sum in points for every one that you biff.

In order to jump waterways and other sorts of obstructions, aim your car at the centre of the mound at full speed. If you hit the centre of it, you'll jump gracefully over the obstruction. If you hit it slightly to the side, you'll flip right over out of control.

Try to avoid these monoliths if you can, because you stop dead when you hit them, causing you to lose time reversing and approaching them from a different angle. Steer well clear or take the consequences.

Portals (and these aren't the kind of windows you get on ships) are pretty weird. When you steer through them you get a random amount of bonus points, and sometimes you even get spirited away to another part of the level! Cor!





- Why have all the levels got such distinctive (v. diplomatic of you) names, then? If you enter the name of the level when asked for 'Name'?, you'll find yourself magically transported to the start line of the level in question!

You don't have to barrel along at top whip all the time to get a winning score, y'know. And it might come in handy if you do slow down occasionally, especially on the tighter bends, or to make it through a portal. Take it easy!

Kung-Fu Master

A lot of Fuey by James Slater



At the end of each level you'll find a Guardian. These must be defeated before you can advance to the next level. To kill them it's easier if you use a combination of moves as this'll confuse them.

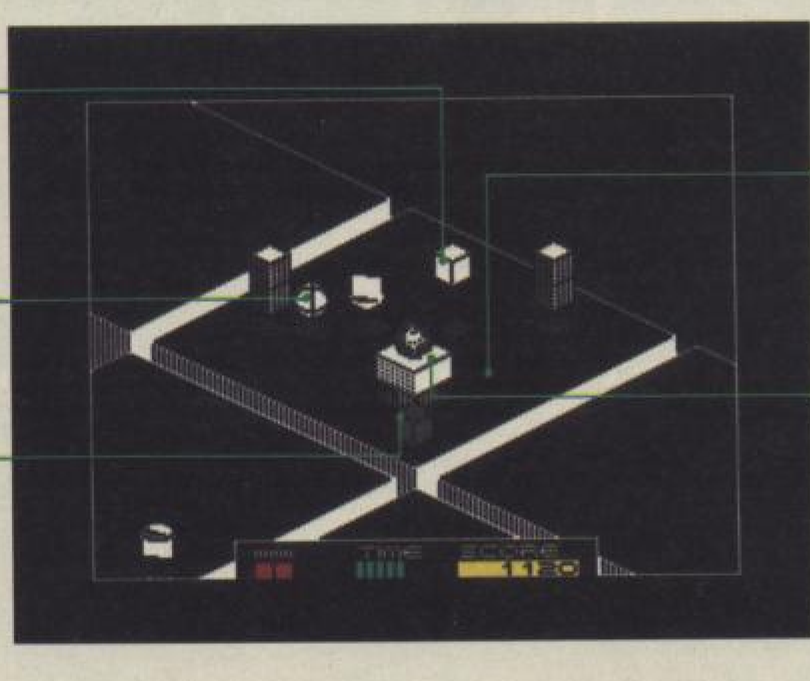
Dwarves are also out to get you, so watch out for them as well as the henchmen and knife throwers. When a dwarf comes towards you, try and jump over him before he jumps on you. The dwarves appear on levels 2, 3, 4, and 5.

As well as the snakes which reduce your energy, you occasionally (on level three mainly) encounter the savage Bees. (Anyone remember *Swarm?*) They too reduce your energy, and are best avoided. Bee warned! (groan).

Here's a henchman. To defeat them, and of course the knife throwers, it's best to use a squatting kick, because this knocks them down before they get too near you. The henchmen and knife throwers appear on all five levels!

Revolution

Princely tips by Paisley Park



This grey box is riding on top of the little whirly thing when you first bounce into the screen. What you must do is put them out of sync. Go to your position by the floating boxes and set your bounces to two.

While you're bouncing here, the whirly thing and the grey box will hit you. Because you're at quite a low level, the box will carry on unaffected, but the whirly bounces off you earlier putting it out of sync, and giving you access to the box.

Here's the other little devil you have to get. Once you've put the other one out of sync with the whirly thing, switch off your bounce and roll carefully over to this one in the far corner of the platform.

Having got here without falling over the edge, bring your bounces up again, and bounce back over to the flying box. You had better be accurate though, because you've only got two or three bounces to get to it.

Watch you don't clip this platform in your haste to get back to the flying box. This little spiky harold will burst you if you touch it, so make sure you go over him at maximum bounce.

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AVENGER

No trusty Steed, no poutatious Purdy, but you can Gambit all away on Gremlin's *Avenger*. Tommy Nash, *YS*'s Tiger nut, cracks it open . . .

This is more like it. A game with a realistic storyline we can all relate to (man). Yaemon, Grandmaster of Flame, (light my fire baby) has bumped off Naijishi (not the car manufacturer), your foster father, and stolen the Scrolls of Kettsuin (no dead easy scrolls these) which you have sworn to the Great God Kwon you will recover. To that end, you now stand outside the Quench Heart Keep ready to slay all who stand in your way, including Yaemon's henchmen, Manse the death mage and Honoric, keeper of the magic sword. Eat your heart out, Eastenders.

Of course, you've guessed by now that we're in for another bout of judo what. And guess whose martial parts are on the line! But if you're one of those people who have to order your kung fu moves according to the numbers down the side of the menu, then *Avenger*'s just your cup of China tea. It lets you batter your opponents' prawn balls without first mastering a Kama Sutra full of joystick positions. Usually one chop sticks, thought you will find other weapons like shuriken and an iron fist as you explore. But is this a game to take-away? Well, like all Oriental fare, it left me feeling full at first but hungry for another go ten minutes later. So as Confucius say, let's take a wok on the wild side.

King Kung

Dumped outside the Great Keep, your first task is to locate the keys so you aren't kept out any longer. Once inside, your next job appears as a message on the screen, a sort of celestial teletype from the great god, Kwon. But you're just as likely to miss it on your first few goes, what with fighting off the fiends and mapping the maze of the castle. I shouldn't worry — you've probably dropped your remaining keys down one of the holes or forgotten to replenish your energy by now. This task is done by calling on Kwon as soon as your inner force fades. He'll then recharge your kung fuel. Of course, I could say that he adds a new move to the Kung Fu repertoire — the Kwon tum leap. But I won't.

The castle corridors are patrolled by a proper assortment of shady characters but except for the big nobs, they'll all succumb to a spot of reasoned argument — provided your fist's on the other end of it. But worst of all, the game's full of bugs — huge black spiders that appear from the holes to harry you. (Fortunately, there are no lice, flied or otherwise.)

Run the Gauntlet

Okay, I heard you at the back. Yes, it looks like *Gauntlet*. Yes, it scrolls and yes, it's set in a multi-level castle full of nasties. And yes, the action's viewed from above. But really the similarity ends there. It just shows that the programmers can spot a good idea when they see one and know how to adapt if for an equally good but very different game. *Avenger* isn't just about fighting off hordes of horrors to reach the final screen. You don't complete it by following a particular path — you can wander at will all over the castle. Plus it has a strong plot that'll take some working out before you kill off the terrible trio and collect the Scrolls. And anyway, it's a one player game so you can tell your mates to push off!

But it is big. 298 screens that scroll rather strangely. The map is split up into nine screen units that character scroll very smoothly and very quickly. But when you reach the edge of a nine screen block you jump into the next one. At first it seems odd but you soon grow accustomed to it.

All in all, I reckon *Tiger II* burns as brightly as ever.

Graphics	
Playability	
Value for Money	
Addictiveness	
Overall	9

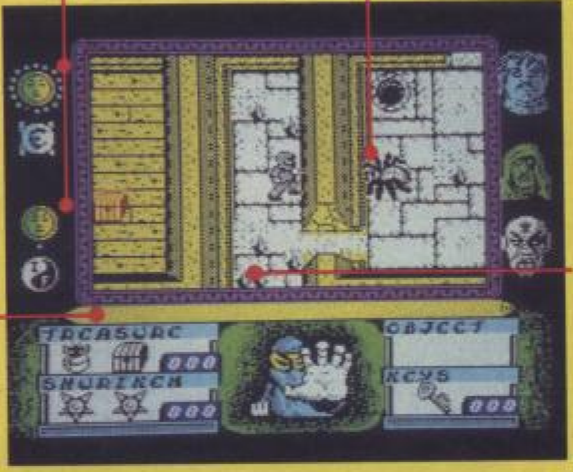
FAX BOX

Game .... **Avenger**
Publisher .... **Gremlin Graphics**
Price **£9.95**
Keys .... **Q — left; W — right; P — up; L — down; Space — fire; 1 — pause; 2 — call on Kwon; 3+4 — quit**
Joystick .... **Kempston, Cursor, Sinclair**

RETURN OF THE TIGER

As in *WOTT*, the suns indicate your present energy levels. The top one goes down as you move about and whizzes away as soon as you touch one of the nasties. Your inner force saps more slowly but it's easy to forget to call on Kwon to replenish it.

Watch out, there's a message about to print out. As you complete each stage of your quest, the next job flashes up on the screen here. And it'll tell you what you have to do even if it doesn't specify the where and the how.



Urgh! Just like the spider crawling out of the plug-hole after you've flushed it away for the fifth time. And the holes are just as annoying as the arachnids — if you get too close to them you'll find that you've lost a key you're carrying.

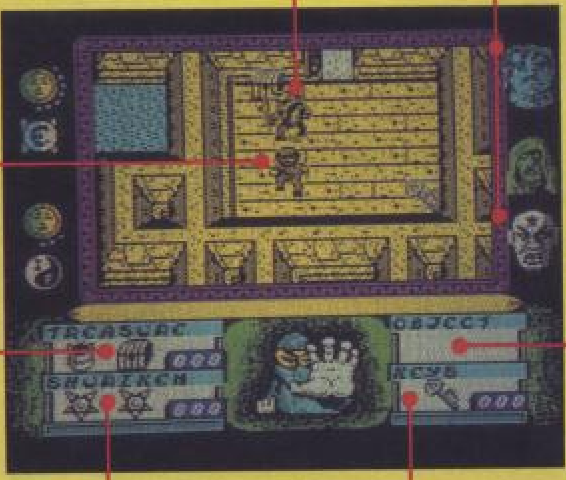
They don't like it up 'em. And neither will you. Fortunately, the spikes are only a hindrance and don't sap your strength. Just wait for them to descend back into the floor and you're free to pass.

Some of these nasties just won't take death for an answer. No matter how many times you knock them off they keep coming back for more. Discretion, as the bard says, is the better part of valour. So leg it.

Stop ninjing about not having many kung fu moves to master. You did all that in *Way Of The Tiger*. This time you have a real mission.

Treasure isn't essential to the game but it all adds to your score at the end. So, if it's there for the taking why turn your nose up?

Sticks and stones may break your bones but a Ninja's shuriken will split your skull right open. When you run out, you'll have to resort to close combat which is more costly on energy so keep your eyes peeled for extra supplies.

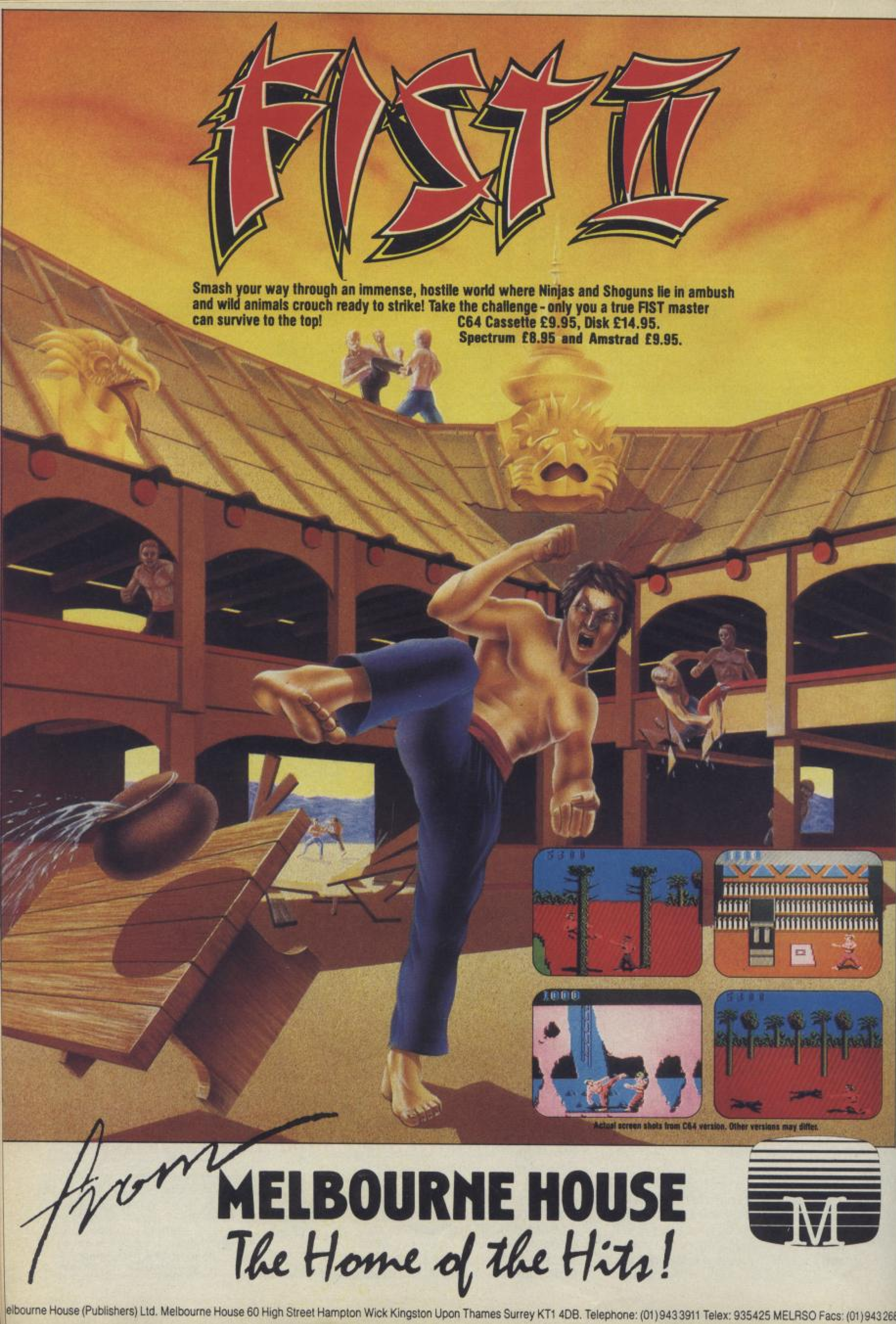


Ugly blighters, aren't they. But you should see them after they've popped their clogs. The flesh falls off and lets you see the skull beneath the skin.

Your quest cannot be completed unless you locate certain objects. Without giving the game away, you'll come across magic potions, crowbars, ropes and you must use them in the right order.

You can't go anywhere without keys. Well, not through the locked doors, and it's usually behind them that you'll find the objects necessary for your quest. To save wasting keys you must make a map of the important rooms.

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HACKING AWAY

If you're in need of a POKE, ZZKJ is the man to turn to....

Hark the Herald Hackers Sing. Okay so it isn't quite right. But it's Christmas, well the December issue anyway, so who cares! So, putting print-head to paper....

NEXOR

***Mr Wild** (guess his first name — yes, that's right it's **Chris**) and associates **S** (I assume that's not **Spy**) **Hunter** and **S Clapman** from Shaw have sent in a jab for Nexor. All together now — "Just type it in, RUN it, and play the game tape from the start".*

```
10 REM NEXOR HACK ©C. W
ILD
  20 CLEAR 65535: FOR n=2
3296 TO 23317: READ a: PO
KE n,a: NEXT n
  30 RANDOMIZE USR 23296
  40 FOR n=63916 TO 63922
: READ a: POKE n,a: NEXT
n
  50 RANDOMIZE USR 63744
  60 DATA 62,255,55,221,3
3,229,248,17,137,1,205,86
,5
  70 DATA 48,243,33,172,2
49,34,112,249,201
  80 DATA 175,50,116,141,
195,0,120
```

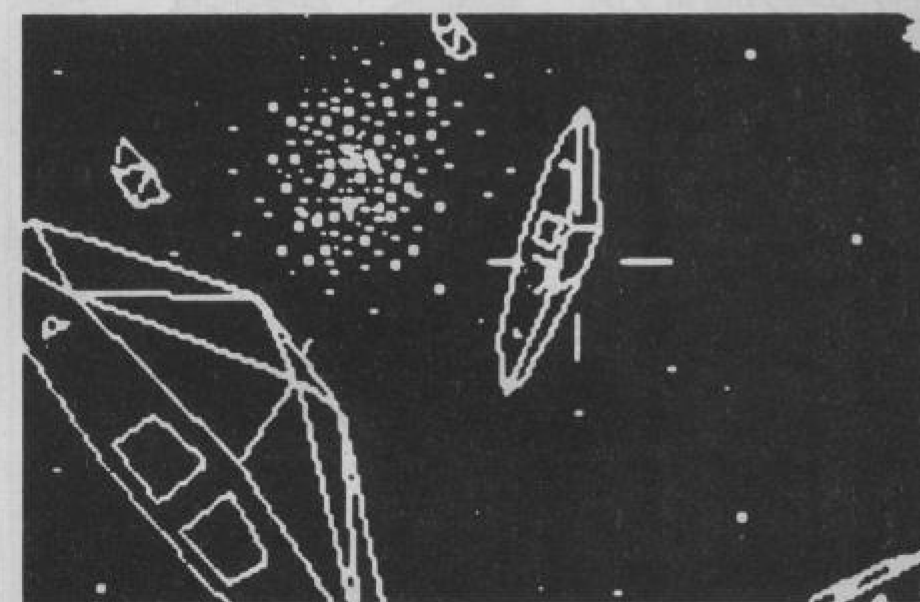
ELITE 128K

The Federation strikes back! Just when you thought it was safe to go back into Witch space, Firebird comes out with the long awaited 128K Spectrum compatible Elite. But, that's all it is — 128 compatible. Absolutely no extra features. However, not only do you now have to put up with the normal Spectrum character set, but Firebird has done a dirty and made the character files non-compatible with the normal Spectrum Elite ones. Fear not however, for where there's a pain — there's a POKE!

```
  10 REM ELITE 128 HACKIN
G PROGRAM ©ZZKJ 31/8/86
  20 LET t=0: FOR n=23296
 TO 23347: READ a: LET t=
t+a: POKE n,a: NEXT n: IF
 t<>4844 THEN PRINT "DATA
 ERROR": STOP
  30 FOR  n TO 1e9: READ
 a: IF a _56 THEN POKE n,
a: NEXT n
  40 POKE 23624,0: POKE 2
3693,0: CLEAR 65535: RAND
OMIZE 1267+USR 23296
  50 DATA 118,205,162,45,
127,90,90,75,74,72,59,59,
225
  60 DATA 17,36,91,6,140,
26,203,65,40,3,134,24,1
  70 DATA 174,18,19,16,24
3,35,13,242,13,91,195,95,
236
  80 DATA 84,143,31,9,102
,169,113,115,78,123,100,1
75,25
  90 DATA 98,46,219: REM
INFINITE ENERGY
 100 DATA 98,46,225: REM
INFINITE MISSILES
 110 DATA 98,170,167: REM
 BLOW UP SPACE STATIONS
 120 DATA 98,30,156: REM
SPACE STATIONS LAUNCH THA
RGOIDS
 130 DATA 98,173,216: REM
 ONE HIT TO DESTROY
 140 DATA 98,98,216: REM
NO LASER TEMP RISE
 150 DATA 98,36,188: REM
INFINITE FUEL
 160 DATA 98,25,203,98,23
1,203: REM NO HYPERSPACE
RANGE
 170 DATA 98,253,203: REM
 CONSTANT GALACTIC HYPERS
PACE
 180 DATA 98,2,225: REM C
ONSTANT ESCAPE POD
 190 DATA 98,25,225: REM
NO CARGO LOSS WHEN ESCAPE
 200 DATA 98,120,229: REM
 NO CARGO LIMIT
 210 DATA 98,77,2: REM CO
NSTANT ENERGY BOMB
 220 DATA 102,119,98,49,2
: REM NO BOMB FLASH
 230 DATA 102,53,98,89,22
0,102,124,98,35,220: REM
INFINITE CASH
 240 DATA 25,98,249,207,9
8,71,207,102,124,98,147,1
56: REM E.C.M. JAMMER
 250 DATA 102,95,98,182,2
07,102,174,98,2,207,25,98
,16,207: REM CLOAKING DEV
ICE
 260 DATA 102,117,98,98,3
7,25,98,75,202,98,64,211:
 REM INVULNERABILITY
 270 DATA 102,131,98,138,
197,98,152,197: REM LOAD
OLD CHARACTERS
 280 DATA 102,136,98,138,
197,98,152,197,102,30,98,
148,208: REM SAVE OLD CHA
RACTERS
 290 DATA 102,30,98,148,2
08: REM SAVE AND LOAD OLD
 CHARACTERS
 300 DATA 117,52,36,999:
REM END
```

There are three other points of interest:

- *The 'bug' whereby you could start off as Elite will no longer work — in fact, if you try it you'll end up with nothing!*
- *The escape pod no longer cleans your legal status — but periods of Thargoid bashing in Witch space still does the trick.*
- *The most curious point is that the bug that let you hyperspace while docking to get straight to another space station still works but in a completely different way!*



The hacking program is used in just the same way as the original Elite hack two issues ago. But remember that those of you with 128K Spectrums must put them into 48K mode first, because 128K mode will crash as soon as you run the program.

Even though the character files are incompatible, the character designer of two issues ago can be made to work without any modification. The only extra thing required is one of the special lines in the hacking program. These special lines are 270, 280, and 290. Line 270 enables you to load old format characters (from the designer, or SAVE'd out of the original Elite), and use them. You can also save them out in the 128 format. Line 280 lets you load 128 format characters, and save them out in the old format for loading into the original Elite. Line 290 enables you to save and load characters of the old format — effectively negating Firebird's dirty trick. Note that you can only use one of the three lines at a time. Any more, and unpredictable results will occur when SAVEing or LOADing characters.

ELITE 48K

The Thargoids' revenge! Those Thargoids never let it rest! Being somewhat annoyed at my popularisation of the 'sport' of Thargoid bashing — they decided to gang up and attack my original Elite article during its journey through Castle Rathbone. So here's the corrections:

- *In the hacking program, line 170 has migrated from the main program box to the infinite energy box. This doesn't cause problems until you don't want infinite energy. Line 170 should never be deleted, and only line 200 should be deleted if you don't want infinite energy.*
- *A textual mistake in line 350 which says that the E.C.M. Jammer destroys all missiles on the scanner. Well, it doesn't. What it does do is stop enemies from destroying your*

HACK OF THE MONTH

DAN DARE

*Good old **Andy Brown** without sidekick **Chris** (aargh that name again!!) **Boland** has come up trumps with a short'n'sweet little hack for Dan Dare. Just type it in, RUN it, and play the game tape from the start. If you don't want a particular feature, just delete the line with it in.*

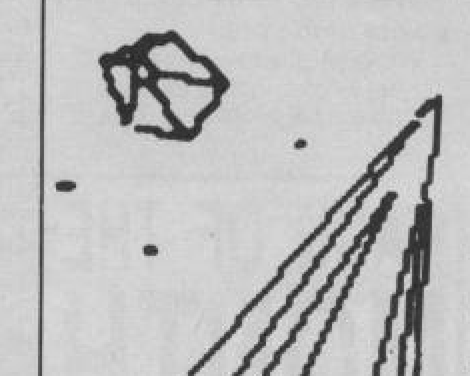
```
  10 REM DAN DARE HACK ©A
BR
  20 CLEAR 25999: LET t=0
: FOR n=64000 TO 64026: R
EAD a: POKE n,a: LET t=t+
a: NEXT n
  30 IF t<>2539 THEN PRIN
T "DATA ERROR": STOP
  40 FOR n=n TO 1e9: READ
 a: IF a<256 THEN POKE n,
a: NEXT n
  50 RANDOMIZE USR 64000
  60 DATA 221,33,203,92,1
7,9,3,175,214,1,205,86,5
  70 DATA 48,241,33,27,25
0,34,133,93,1,17,93,195,1
7,93,175
  80 DATA 50,6,170: REM I
NFINITE BULLETS
  90 DATA 50,39,183: REM
INFINITE TIME
 100 DATA 62,201,50,94,18
6: REM INFINITE ENERGY
 110 DATA 62,201,50,125,1
73: REM NO ROOF & FLOOR G
UNS
 120 DATA 195,192,93,999:
 REM DATA END
```

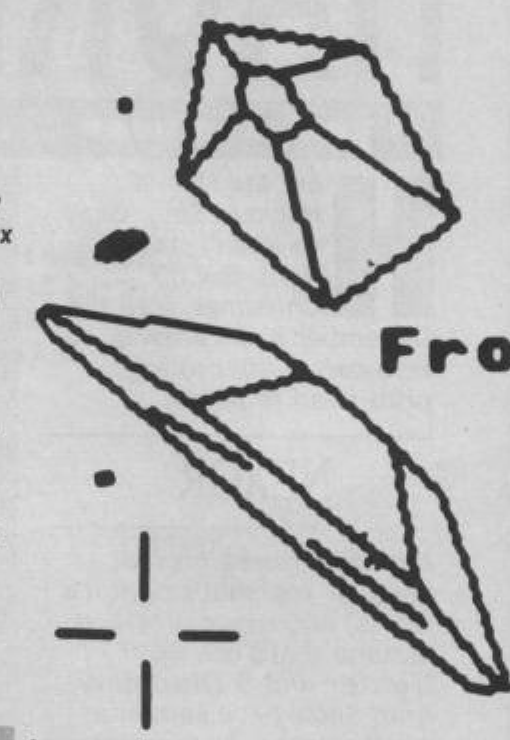
HACKING AWAY

missiles. The only E.C.M. System that'll destroy missiles with the E.C.M. Jammer present, is your own.

- *In the 'Think Of A Number' section, it says that the Max credits (as opposed to Headroom) is '65535999.9', when it should've said '65535999.0'. Because the Spectrum's maths only goes to 8 digits, you can only have a whole number of credits. It also failed to say that to enter 0 for a number, you just press Enter in the numeric input stage.*
- *The Character designer listing. A reprint of the shot-up lines is provided for those of you who are not psychically gifted.*

```
  10 DEF FN n$(x)=CHR$ 16
+CHR$ 7+"    "(LEN STR$ x
TO 3)+STR$ x
  80 DIM p$(4,6): FOR n=1
 TO 4: READ p$(n): NEXT n
  90 DIM l$(5,8): FOR n=1
 TO 5: READ l$(n): NEXT n
 150 IF a THEN POKE n,a:
LET n=n+1: GO TO 140
 310 LET c=INT ((FN p(20)
+256*FN p(21)+10000*FN p(
18)+2560000*FN p(19))/10)
 350 LET n=FN p(13)-1: IF
 n<7 THEN LET n=7
 360 PRINT r$(INT (LN n/L
N 2)-1): GO TO 410
 370 IF n<3 THEN PRINT r$
(6): GO TO 410
 380 IF n<11 THEN PRINT r
$(7): GO TO 410
 440 FOR n=1 TO 4: PRINT
AT 16+n,4;: LET p=FN p(40
+n): PRINT p$(n);"Laser T
ype: "; INK 7-2*NOT p;l$(
p+1): NEXT n
 580 PRINT #0;w$;"new nam
e: ";f$;: LET n$="": LET
n=0: POKE 23658,8
 590 GO SUB 1360
 880 IF p<8 THEN POKE dat
+13,2^p+1: GO TO 860
1510 LET p=CODE k$-48: PR
INT AT 21,20;u$(1+4*p TO
LEN u$-4*NOT p);: LET b=5
: GO SUB 1130: GO TO 1500
```





PYRACURSE

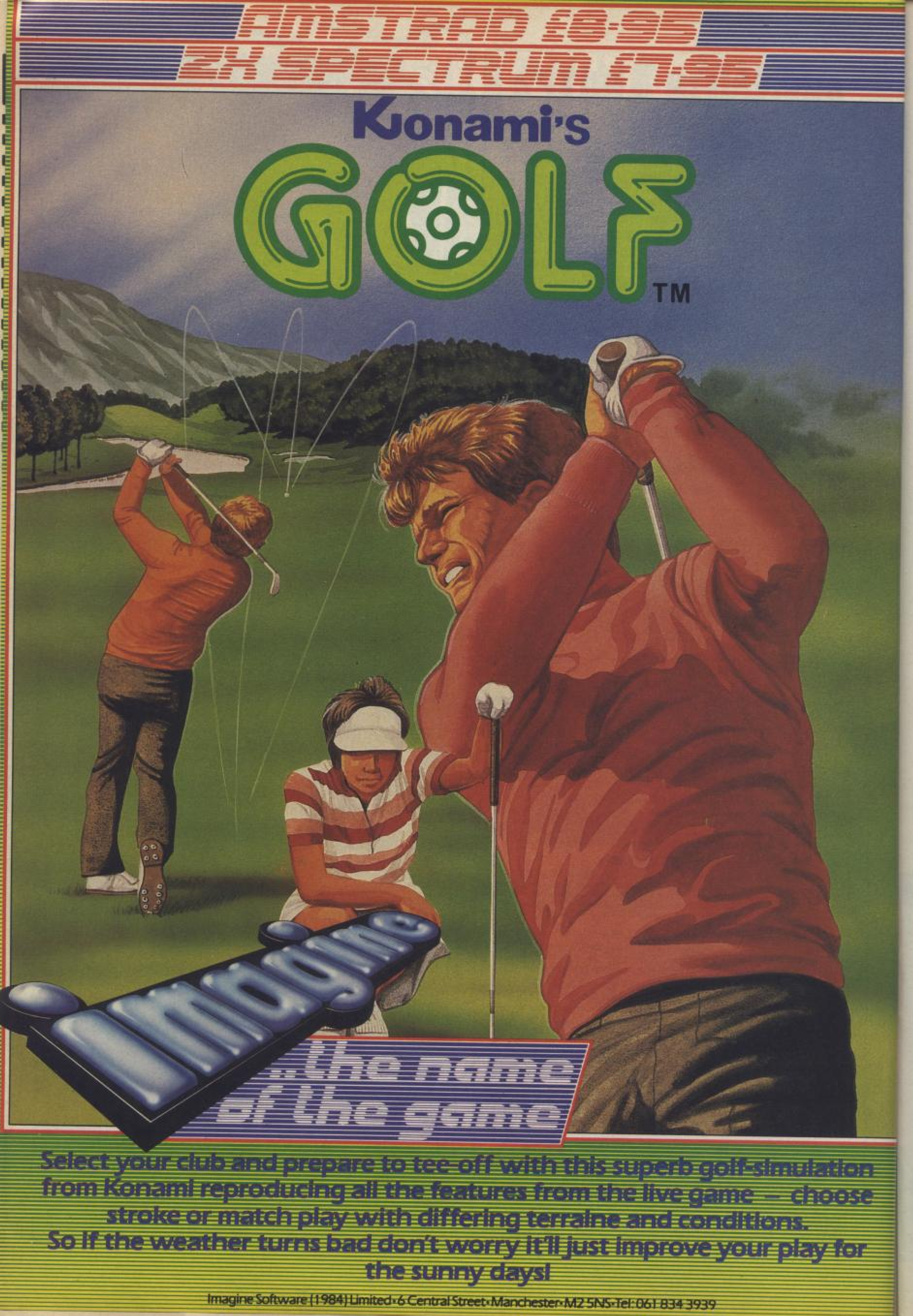
Up to Kelso now for a Pyracurse hack from ***Graeme Wain****. It'll give you infinite energy for your currently selected character. Play the game tape from the start after typing in and RUNning his program.*

```
  10 REM PYRACURSE HACK ©
G. WAIN
  20 CLEAR 24799: LOAD ""
CODE 23296
  30 POKE 23325,201: RAND
OMIZE USR 23299
  40 POKE 33450,201: RAND
OMIZE USR 29600
```

STAINLESS STEEL

All is now revealed! ***Pete Parry*** *of Virginia Water keeps the rust off Ricky with his infinite lives and infinite shields cheat mode. Just hold down the keys* ***'LOIS'*** *when you start playing the game, say the magic word* ***'Pyjamaramaramarama'*** *and you'll now stay at the 99% success probability. Just for good measure, you can hit the shield key as often as you like! That should block them baddies good'n'proper.*

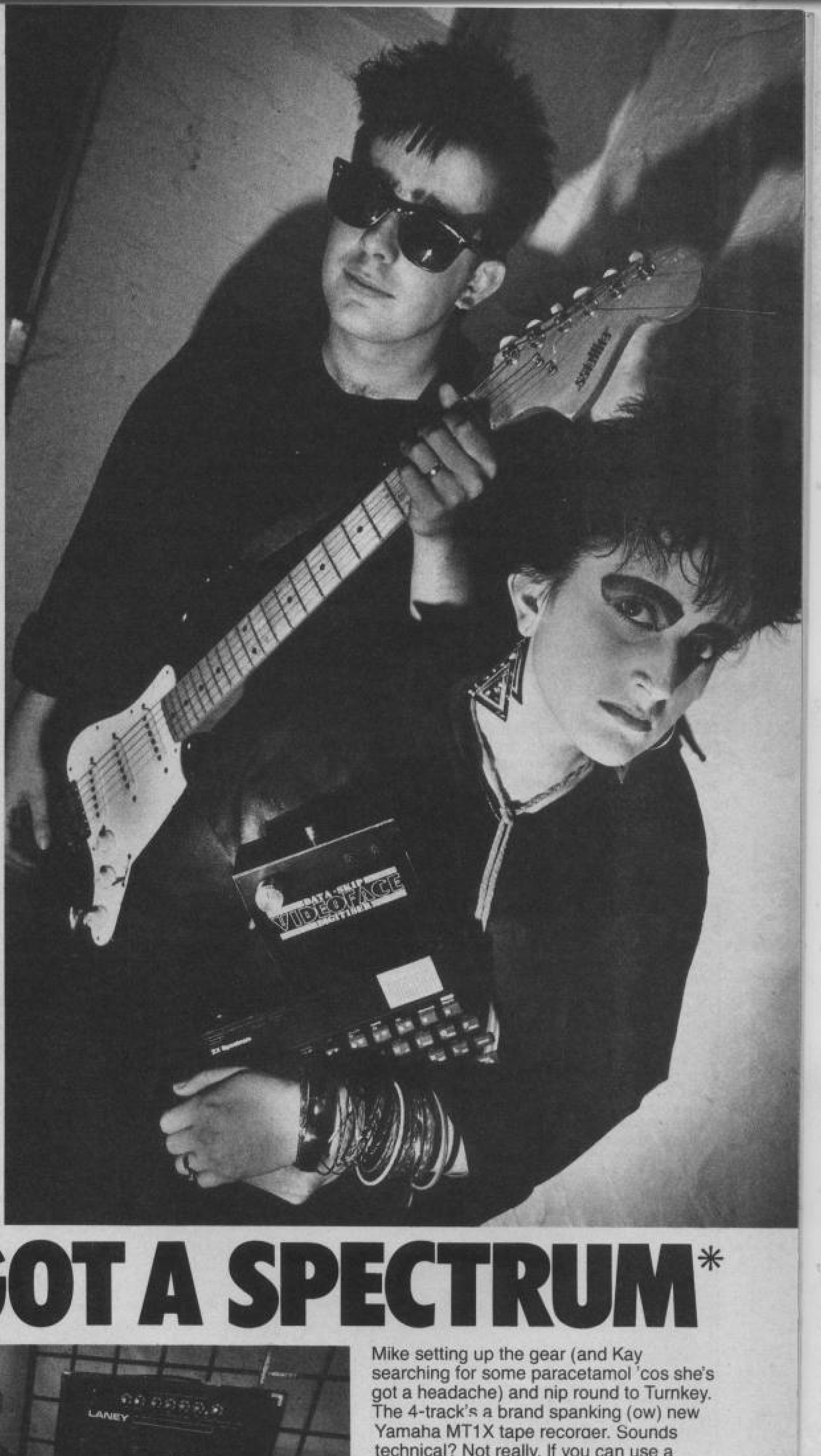
Well, I hope that lot sorts you out. I'm off into Witch space to beat up a few Thargoids and make a few readies. It's a hard life being a hacker. Oh, and before I go don't forget to keep sending in all your hacks to me, ZZKJ at Hacking Away, YS, 14 Rathbone Place W1P 1DE.


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YS Makes It BIG

SPECIAL

Three months ago, *Black Mist*, a band from Manchester, sent *YS* a demo tape containing songs they'd made using a SpecDrum. Impressed? Not half. But could the Spectrum catapult a band to fame and fortune? And could you, with the use of your favourite computer, use the Ram Electronics Music Machine, Cheetah SpecDrum and Sound Sampler, and the Data-Skip Video Digitiser to put together a total package that would impress a record company? Only one way to find out. So, one day last month a Black Mist descended on *YS*. Resident muso, *Phil South*, reports. Photos by *Tony Sleep*.



8.30am I arrive at Castle Rathbone and slap myself awake. Spot two shady looking figures dressed in black, silhouetted against the wall. They're carrying guitars and are accompanied by an evil looking smurf . . . must be the band. I take a hard swallow and approach them. *Black Mist* introduce themselves as Mike and Kay. The smurf says nothing, and I leave him to it. They seem friendly enough, though. We work our way down into the dungeon and put the coffee on.

9.02am A couple of cuppas later I'm feeling more human, and *Black Mist* are looking more chipper too. The smurf doesn't have any, so he's looking as miserable as ever.

9.25am A phone call to our local friendly Turnkey Shop, in Percy Street, secures the loan of a 4-track recorder for the day. Phew! I leave Mike setting up the gear (and Kay searching for some paracetamol 'cos she's got a headache) and nip round to Turnkey. The 4-track's a brand spanking (ow) new Yamaha MT1X tape recorder. Sounds technical? Not really. If you can use a Spectrum, you can use a 4-track tape deck. I sign in blood and leg it back.

WE'VE GOT A SPECTRUM*



***and we're gonna use it!**

9.28am After more coffee we connect the 4-track into the setup and turn the power on. Good start. Nothing blows up. Okay, let's boot up the Speccy. We resolve to try the Ram Electronics Music Machine first, plugging it into the user port and loading the driving software. It doesn't take long, and soon we're listening to the demo tune. Mike listens closely to the drum sounds. He's a veteran SpecDrum owner, and looks ▶

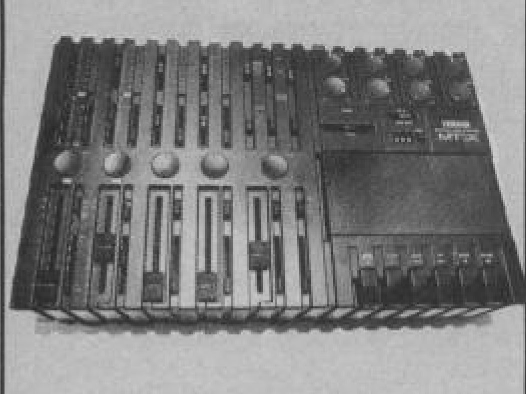
◀ suitably impressed. "That's not bad. I like that. Can we program it?" I select the Drum Editor screen and tap a few pads experimentally. Mike taps in one of his own rhythms and we listen to the bar over and over again.It sounds good so we resolve that it'd make a good start for our tape. By now it's after ten so we have a sound check and prepare to lay down the first track.

10.12am We begin to record the first sounds, the drums from the Ram Music Machine, onto track 1 of the 4-track. Mike programs a rhythm that has a lot of cowbell in it. "Hmm. Why do sampled cowbells always sound like saucepans being hit with a wooden spoon?" he says, wincing. So, we decide to sample a sound and incorporate it with the sequence. After much experimentation, we settle on the sound we get from tapping the TV screen with the tip of a pair of scissors. It takes a few seconds to set up the Music Machine to sample the sound. Then, with a bit of judicious editing a new cowbell is born, and not a vet in sight.

11.00am Mike wants a special drum effect (called a 'fill-in' in the trade, 'cos it fills a gap). He's going to do this fill using the SpecDrum, so

Multitrack?

If you're not familiar with multitrack recording, let me explain. On a stereo tape recorder you have two tracks running side by side, one for each speaker. But some bright spark reasoned that if you made a recording head with four pickups instead of two, you could make an elementary multitrack tape recorder, like a scaled down version of the 24 track machines in pro recording studios. The upshot of all this is that you can record a voice for instance on one track, on the next track a guitar, on the next a bass, and on the last track a drum kit. Then you can play them back simultaneously, making it sound like they're all playing together! Brilliant, eh? Especially if you don't actually have a band at your disposal. Recording all the parts yourself, you can then hear them carefully blended together.



The Yamaha MT1X 4-Track in petulant mood

he sets up the pattern he wants, using a specially edited kit from the Kit Editor, and triggers it at the appropriate beat. The speed of the two drum patterns is easily synchronised by matching the beats per minute figure, in this case 140. Then when the end of the bar comes around again, press the button and 'brrrum buh bum bum ba bup bup bup b-b-b-b-b', instant 'thumbs aloft worra nice geezer' Phil Collins!

11.52am In the absence of a bass guitar, we decide to do the bass line on the Casio CZ-101. Nice little synthesiser the CZ-101; digital, cheap at £300, and lovely sound, what more do you need? We thumb the preset buttons and select a bass sound. Hmm, not quite right. I change the sound a little to make it more percussive and thumpy, like a guitar. In the mix it sounds just like the real thing. I play the riff through the entire track just to try it out, and record it so we can hear it back. It sounds so neat (breathe on fingernails and polish on shirt) Mike decides to leave it in.

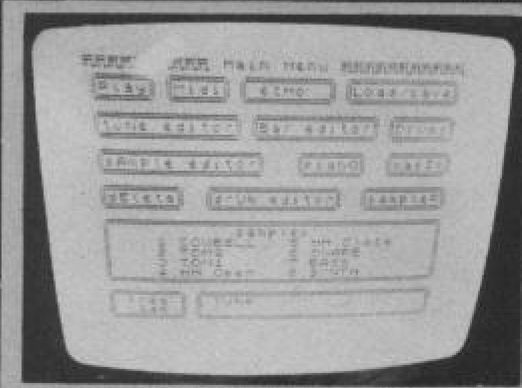
12.30pm Kay's been working on a lyric all this time, with the title of 'Too Late Mary'. She writes her lyrics as poems, with no thought of scanning the words to fit specific lines, preferring to mate the words to the music as she sings it.

1.45pm We break for lunch. It's been a long morning, and Kay and Mike's pasties have been crushed to debris (by a fat lady on the bus).

2.30pm Much refreshed, we troop back into the studio and link Mike's guitar into the system. A few experimental wangy twangs later, we have it sounding right in the head-phones, and Mike's left strumming his guitar while I steal Kay away to the video room. We're going to lace together images from the digitiser to make a video to accompany the music; some stuff from old horror movies, *Frankenstein* and *King Kong*, plus some magazine pictures.

3.15pm Mike has recorded the guitar track and we sit and listen to the finished 'backing track' (a track without the vocals and twiddly bits on) with looks of awe. It's amazing how different a piece of music sounds when you've put all the different parts in it.

LOVE MACHINE

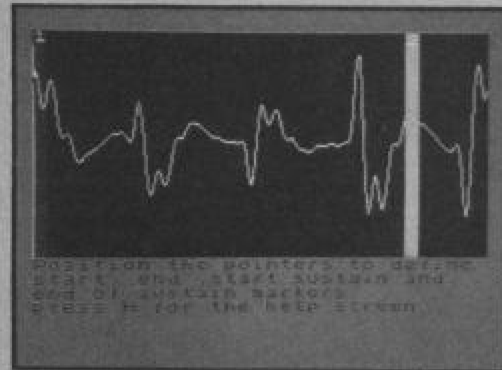


The Ram Electronics Music Machine is less of a sound sampler, more a way of life. At least, that's what it feels like after you've used it for a while. It's more of a MIDI equipped Sound Sampling Sequencer, actually. You can sample sounds and sequence them, at normal pitch like drums, or sequence them in a piece of music, on a musical stave. All the facilities are very easy to use, and have a lot of potential for musicians, as well as complete novice users.

All the functions are accessed by single key presses, indicated by the Main Menu. There's a superb editing facility whereby you can cut the sounds to fit your memory and reverse or fine edit them via the zoom function. The Tune Editor allows you to write music on a stave, and play it back using one of the sounds in memory. The Drum Editor enables you to make drum patterns on a sixteen beat bar, just like professional drumboxes. Sampling is easy, with a visual display of the sound as you're sampling it, removing the possibility of overloading and distorting the sample.

Mike: I liked the on-board drum sounds, but what I might do when I remix the track is sample some of my friend's drum kit instead. That sort of thing's very easy to do, too. Being able to play the keys on the Speccy like drum pads is fun, although they're a bit close together for really fast playing. Oh, and I don't like the fact that you have to type a long line of 1's if you want pattern 1 to repeat over and over again!

Kay: Being able to play the sounds from a MIDI keyboard would be great fun, but we couldn't get it to go. I haven't got a synth anyway, but I might like one in future, so it's very nice to have it there. It's a good all round machine. For fifty quid you can't go wrong. Brilliant.



Here's the editing screen from the Music Machine. On it you can view your samples, chop the back and fronts to make them neat, reverse them and zoom in to study their intimate little particles. A very user friendly and clear display, as are all the Ram screens, making control and editing of sounds a simple and painless process.

FAX BOX

Device .... **Ram Music Machine**
Price **£49.95**
Contact...... **Ram Electronics (Fleet) Ltd, Unit 16, Redfields Industrial Park, Redfield Lane, Church Crookham, Aldershot, Hants. GU13 0RE.**



The Cheetah range grows by the minute, first the SpecDrum, now the Sound Sampler and MIDI interface. The SpecDrum was the first cheap digital drumbox on the entire Earth, and has cleaned up in both the financial and critical acclaim stakes. You can sequence real drum sounds, playing them up to three at a time, in any pattern you like. As well as the



Having nodded approvingly at the quality, we commence the 'mixdown'. This is where you mix a track down in stereo onto another tape, and then play it back in stereo onto two tracks of the 4-track. You then have two tracks of the 4-track playing all the music you just had on four, leaving two tracks free for extra 'overdubs'.



The mighty Casio CZ-101 digital synthesiser

4.10pm Vocals time! Kay clears her throat and carefully positions the headphone strap into her hair. (Fashion hint: v. trendy pop stars use headphones upside down, so as not to ruffle their quiffs!) The searing vocal is fed, via the Ram Echo function to provide some 'slapback' echo, into the first of the spare tracks. Was Mary too late? Was it all her fault? Is she to blame? I dunno, but it sounds brilliant.

5.00pm Mixdown! The final act in a recording session is to mix down your tape in stereo onto a 'master' tape. Mike looks worried. "I dunno, it sounds a bit rough to me." Maybe it's the 4-track, we're not used to it? "Possibly. I might have to redo it on my own 4-track." Well you could take the 4- ▶

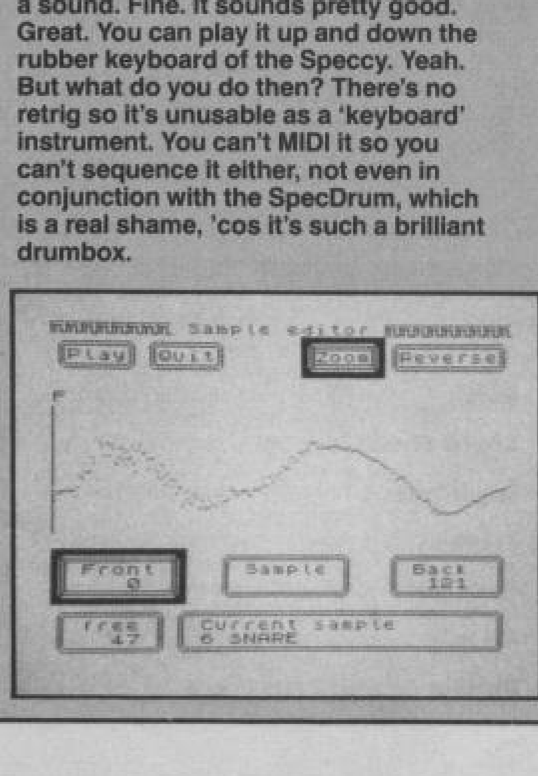
They're mean, they're moody, they're dressed in black! Kay and Mike look pretty serious too.

RANDOM SAMPLING

sounds you get with the SpecDrum, Cheetah regularly releases new 'kits' of different drum sounds; currently there are two, the Latin/African set and the new Electro (Simmons style) kit.

At the PCW show it released the Sound Sampler. Although you can't sequence your sounds, or play them through MIDI (because you can't have MIDI and quality sampling in a Z80) the quality of the sounds you get is quite good. Although not as versatile as the Ram Music Machine, when Cheetah has worked out the bugs in the system it should be a fine little sampler. The bandwidth is a startling 17.5Khz, which considering that a Compact Disc player has a bandwidth of 22Khz, is pretty good quality. Also included are a number of useful sound processing programs like Echo, Harmoniser, Fuzz, Reverb, Chopper and Bubbleiser.

Mike: Hmm. Yeah . . . very nice . . . It's very good quality, but what can you do with it? Not very well thought out as a musicians tool, I'd say. You can sample a sound. Fine. It sounds pretty good. Great. You can play it up and down the rubber keyboard of the Speccy. Yeah. But what do you do then? There's no retrig so it's unusable as a 'keyboard' instrument. You can't MIDI it so you can't sequence it either, not even in conjunction with the SpecDrum, which is a real shame, 'cos it's such a brilliant drumbox.



Kay: I expected better from Cheetah, but no, I don't like it. Just a sampling engine, really, and definitely for fun use only. The Utilities program is really funny. Most of the sounds are like a helicopter taking off in your amplifier. Good for fun I s'pose. I liked the Electro Kit for the SpecDrum though. Just like a Simmons Kit, although I'm probably not allowed to say that. (*No you're not. Ed*).

FAX BOX
Device .. **Sound Sampler and SpecDrum**
Price .... **£44.95 and £29.95**
Contact .... **Cheetah Marketing Ltd, 1, Willowbrook Science Park, Crickhowell Road, St. Mellons, Cardiff**

◀ Wow, its the configure sound screen (edit) function on the Sound Sampler. You *must* configure every sound with trigger, sustain, begin and end points before you can do anything else which can be a little tiresome. The sampling isn't very interactive — you can't see the sound you're sampling which makes it a slightly hit and miss affair.

track tape and the stuff and remix it, Paul Hardcastle style? Mike grins. He reckons it'd be a good idea.

5.55pm A few piccies later, I'm helping *Black Mist* get their gear together. (Sniff) I even wave my hanky as they run up the street to get the bus!

• *If you want to hear how the* Black Mist *megamix turned out, you can hear it on this issue's Digi'T'ape. Their own demos, containing six of their hits including* Dead Mouse, Shade Shade *and* Hurry Along Timmy *can be obtained by sending a measly £1.25 (inc p&p) to* Black Mist, *Flat 3, 28 Catterick Road, Didsbury, Manchester, M20 0HJ. Cheap at half the price!*

On The Record

Having written the next Number 1, what then? How do you approach a record company with your product? What do they want to see? We asked an A'n'R Man (talent spotter to you).

"It's a common mistake for bands to send three songs which are all different, to sort of show off how versatile they are. This isn't what your average Artists and Repetoire Man wants to hear. He wants three songs which show the band can produce a recognisable style time after time. He will also, before he lets any band near a contract, want to hear them play live, even if it's just a rehearsal. A video is an asset, because it demonstrates that the band have an image they want to project, and can do so. Build up a relationship with one record company and, if you can blag your way through the receptionist, ask to see the A'n'R man personally. Most will agree to see you."

• What receptionists say to put you off speaking to A'n'R men:

"He's in a meeting . . ." (He's not. Try again.)

"He's on the other line at the moment . . ." (They haven't got one.)

"Can he call you back?" (He won't! You call him.)

"He's gone to lunch . . ." (He has. Phone back.)

"What was it concerning?" (Don't tell her. Say you'll call again.)

"Could you send your tape to us?" (You might as well bin it.)

"We like your stuff, please keep in touch . . ." (You're amateur.)

"Can I take a message?" (No, you'll call back.)

DOUBLE DUTCH



Double Dutch was a popular skipping dance craze, and Data-Skip is a Dutch firm who makes video digitisers. The version we received was a prototype model, but the only difference between that and the finished one will be the casing. The software is well error-trapped and the thing practically runs itself. A digitiser scans a TV picture, or image gathered from a TV camera, and puts the resultant data into a computer screen. The product of the process is a saveable SCREEN$ which you can use in the same way as any other screen, as a title/loading screen, as a part of any movable graphic in a game (like T'zer's picture in *Strike Force Cobra* or *Sam Fox Strip Poker*), or as an image source for another medium, in this case video. The digitised pictures can then be treated and coloured with a painting program like Rainbird's *Art Studio*.

Mike: I think this is brilliant. Very clever. And it makes the picture from the telly look so good. They all come out in black and white, and you can adjust the tones of grey produced by turning the knob on the top. Really good fun.

Kay: Very simple to use and a lot of fun. I chose the images for our video from the old black and white movies, 'cos that's more in keeping with our music than a story video or pictures of us playing. I want one!



King Kong pouts seductively for the Data-Skip (from the 1933 original) in *Black Mist*'s computer generated video. Fay Wray scream your heart out!

FAX BOX

Device	**Data-Skip Video Digitiser**
Price	**£69**
Contact	**Data-Skip, Lange Willemsteeg 10, 2801 WC Gouda, Holland.**

● How To Make A Video

In order to make a video using graphics from your Spectrum you must connect the output from the Speccy to the BNC (Video In) bayonet style plug at the back of the video recorder, taking the video signal from the user port, not the RF output which usually goes to the TV. (See diagram).



The images were moved by two methods: **1** Using Andrew Pennell's *Movin 'n' A'groovin'* program from *Your Spectrum* (Issue 19), and **2**, a specially written program by Max Phillips which flips four screens. The resultant sequences were videoed on a Ferguson Hi-Fi video recorder, and the track dubbed onto the soundtrack in Dolby stereo.



Name: Michael Jones
Age: 20
Place of Birth: Cardiff
When did you get your Speccy: January 86 in an effort to give up smoking. (No luck)
Musical Influences: The Cure, Birthday Party, Big Flame, Three Johns.
Why you use computers: Because there aren't many drummers in Cardiff, and it's quieter to use a drumbox.

Name: Kay Ann Helen Jones
Age: 21
Place of Birth: Cardiff
Musical Influence: The Cure, Siouxie and the Banshees, Echo and the Bunnymen, Cocteau Twins.
When did you get married: One year last August.
What do you think about sampling: We must play the machine, not the other way around.

GLOSSOLIA

4-Track	Tape recorder which can record on four tracks.
Demo	Demonstration, especially of a band's rough tapes.
Sound-Check	Quick test to see everything's working.
Lay Down	To record an instrument on a track.
Track	Either a channel on the tape recorder or a song.
Sample	To digitally record a sound into the computer.
Fill-in	A beat on the drums that fills a boring space.
Drop-in	Add a short section to an already recorded track.
Mix	To blend the tracks together.
Remix	Re-blend already mixed track with new sounds.
Mixdown	Mixing the four tracks into finished stereo tape.
Riff	Any musical phrase.
Digitiser	Scans TV picture and reproduces it as SCREEN$.
Overdub	Record something whilst hearing previous track.
Slapback	Strong echo with audible heavy repeats.
Retrig	Retrigger; sound restarts when key pressed again.

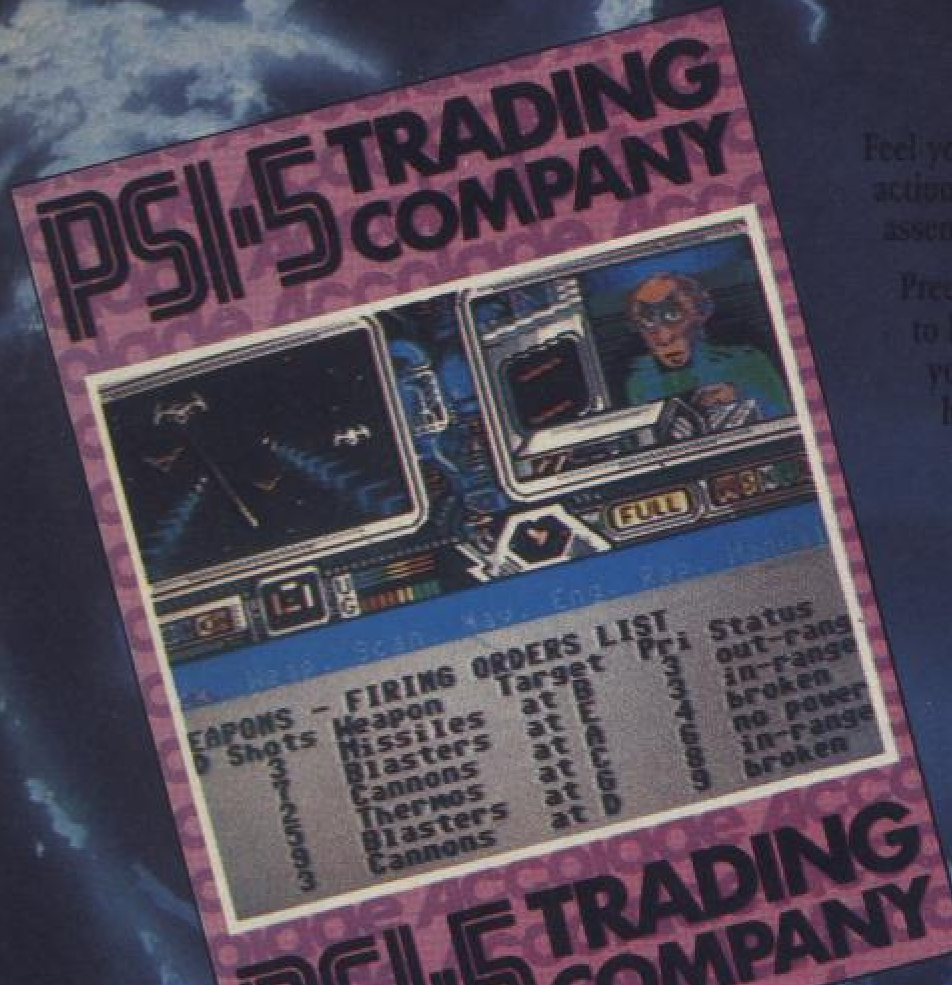


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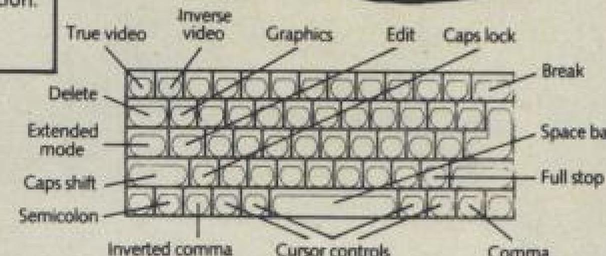
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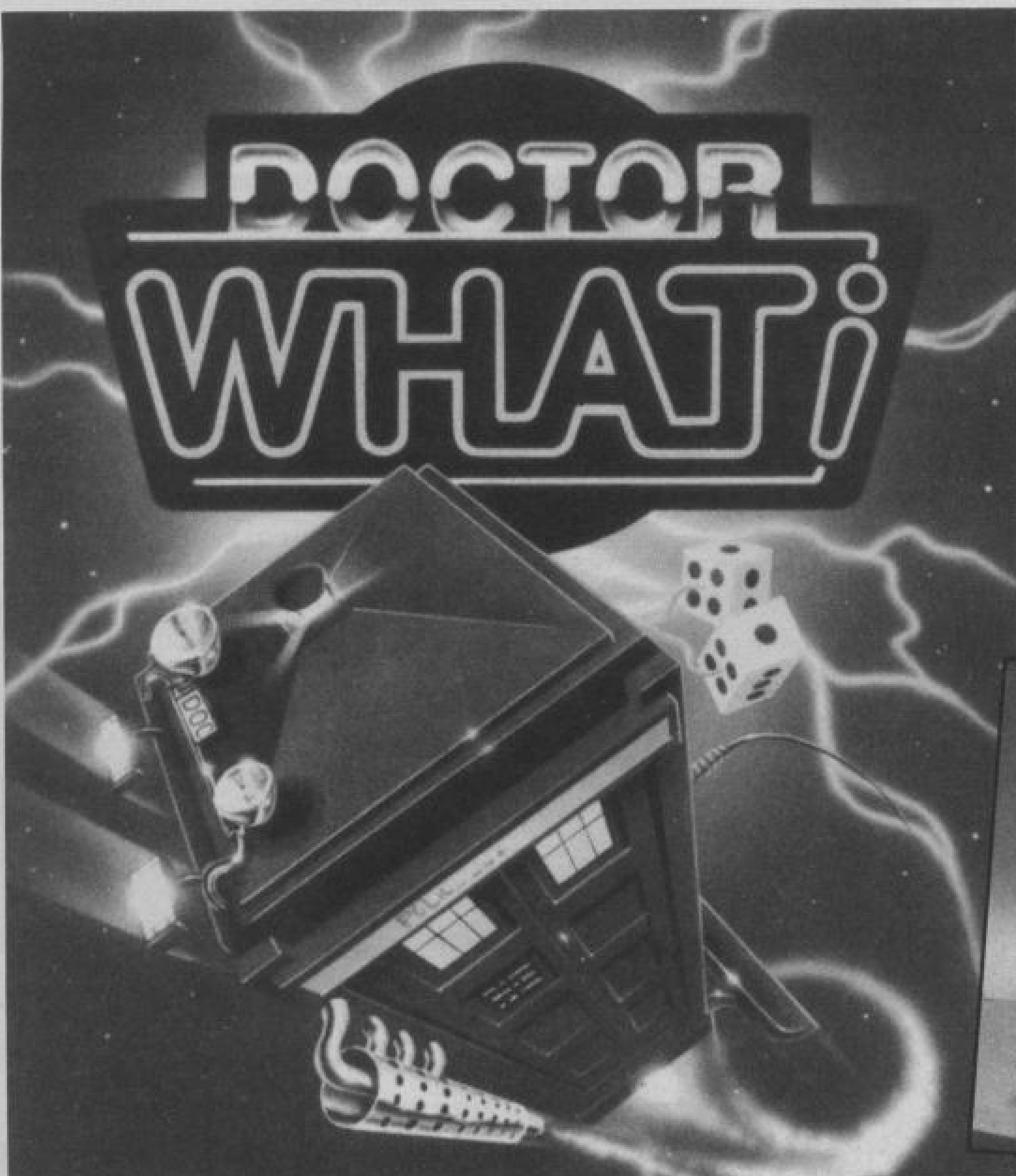
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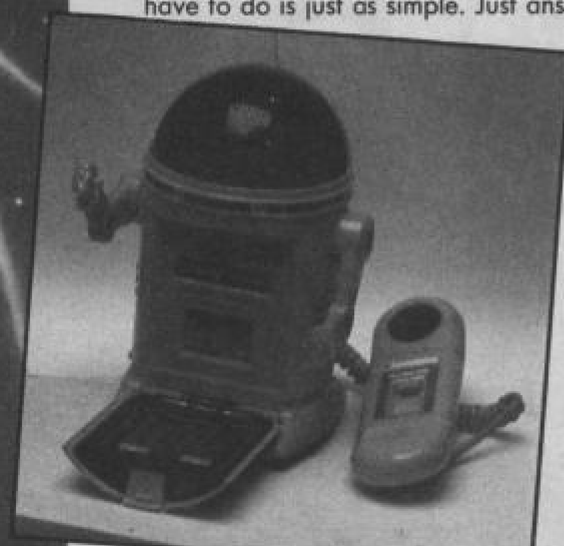
This is just what the doctor ordered. A compo with a really unusual prize — a pillar box red robotic phone. It's a foot tall and whistles and bleeps at you. But then you can unplug it if it gets really uppity. Plus there are fifty copies of *Dr What,* the new game from CRL. *Dr What?* Who can they mean?

WHAT?

Dr What is a Time-Lord who has travelled back in time to take a butchers at the Big Bang in a burger bar at the start of the universe. With him are three of his chronological chums, Doctors Why, Where and When. But the party went with a bigger bang than any of them had expected. The four of them got completely plastered on the local home brew, the Four-Dimensional-Neuron Blaster, a marginally stronger sup than you'll find in your local MacDonalds. Which is a bit of a burger really 'cos they all became separated in the space time continuum. It's your job to re-unite the sozzled spaced-out docs before the day of Judgement.

WHY?

There's only one reason why you should enter this compo — your very own robot with a phone in his noddle plus a free copy of this great new game. And what you have to do is just as simple. Just answer



these what, why, where and when questions on some very well known robots. What? No, Who! Simply tell us whether you think the answer to each brain teaser is a, b or c and fill in the coupon below.

WHEN?

You have until the last day of the year to tell us the what, why, where and whens, tear out the page and post it off to:

WHERE?

. . . Questions, Questions, Questions Compo, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE.

WHAT RULES?

If you work for Sportscene Specialist Press or CRL you should be far too busy to enter this compo — and it won't be accepted anyway.

Even a Time-Lord's entry is ineligible if it arrives after December 31st, 1986.

The Ed's decision is final and not even the Big Bang will persuade him to enter intc correspondence.

1 WHAT was the name of Doctor Who's metallic lap dog?
- **a.** Canine ☐
- **b.** Rover ☐
- **c.** K9 ☐

2 WHO was the dinky little robot in *Star Wars*?
- **a.** R2D2 ☐
- **b.** RT Choke ☐
- **c.** C3PO ☐

3 WHY is Marvin from Hitchhiker's Guide known as the paranoid android?
- **a.** 'Cos he was ☐
- **b.** 'Cos he thought he was ☐
- **c.** 'Cos he thought everyone else was ☐

4 WHERE would you find Huey, Duwey and Luey?
- **a.** Silent Night ☐
- **b.** Silent Running ☐
- **c.** Blade Runner ☐

WHAT'S UP DOC?

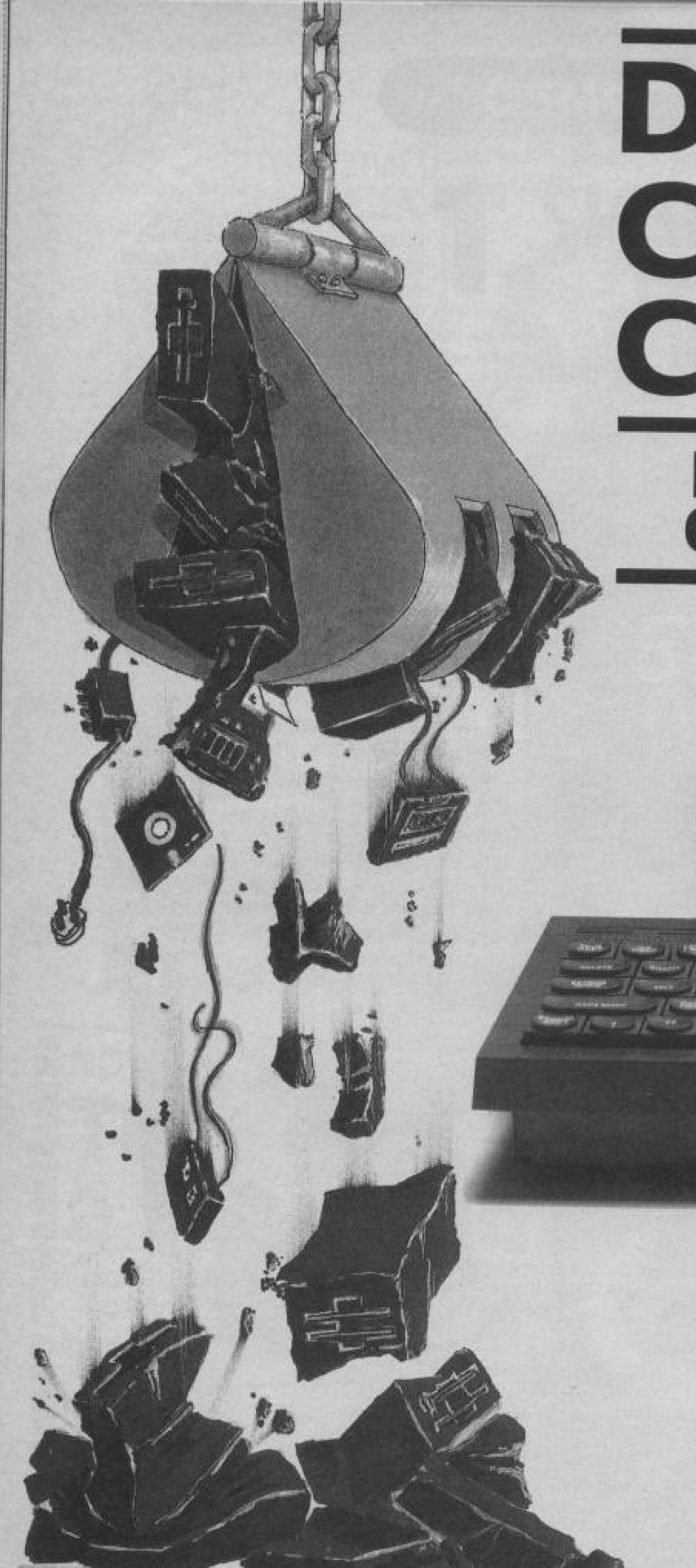
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MY COMPUTER IS: ☐48K ☐SPEC.+ ☐128K (tick box)

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NAME ______

ADDRESS ______

TELEPHONE ______

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HARD FACTS

Join *Steve Adams* for a drop of the hard stuff.

I recently bought a ZX printer which was in perfect working order. For some reason it's now started printing out everything at double height, can you help me?
B M Trescidern, Basildon, Essex

Yes, this sounds like a common problem. One of the two wire stylii is not touching the paper — you'll have to open it up and put it back on the knob of the plastic belt inside.

I upgraded to a ZX Spectrum with a Sinclair kit but now the Currah MicroSpeech has gone all funny — it's okay on a normal Spectrum +!
Andrew Beale, Tolworth, Surrey

It is probably badly fitted on the expansion port and wobbles! Check the connections on your ZX Spectrum +.

Help, I'm extremely distressed! My Spectrum loses its comma and most of the bottom right row of keys after about 20 minutes of use. Basic programs seem to be alright but machine code programs are affected.
Allan Nicholles, Macclesfield, Cheshire

It would appear that the ULA is faulty. Check that it's not loose and that it's well into its socket, especially at the near end of the keyboard. If not, get it looked at.

I haven't got a problem but I thought this tip may be useful to other Speccy users. If your cartridge keeps failing try this: Format the cartridge several times as usual and then POKE 23791,255 before saving. This'll record your program as many times as possible over the cartridge. You should be able to load it everytime!
Arthur Robinson, Sale, Manchester

Arthur any other readers out there with a few microdriving tips?

The sales assistant at Boots told me that my HR5 printer and Speccy are incompatible because the Speccy is serial and the printer Centronics. What should I do?
J Murphy, Chester

Tell the assistant that he/she is an idiot — on second thoughts if you're planning to go back into Boots, don't. The HR5 has both serial and Centronics ports — use the Interface 1 to connect up the printer to your Speccy.

Have you the cure for a very ill issue 2 Speccy? It won't run games like *Rasputin* and *Elite*. I recently had it repaired and they replaced various bits and bobs. Most other software works fine.
M S Ehrlich, Leeds

I'm no doctor but because the games you mention use their own scanning routines, I reckon your ULA needs changing. Go back to the repair company and ask them to change it — there's usually a three month guarantee period.

Please can you save me and my Speccy. My Spectrum Plus just won't save and I've no idea why.
Nicholas Clement, Bridgend, Mid-Glamorgan

Check the leads first by swopping them. Leave just one lead in the tape recorder at a time. Otherwise seek a Spectrum specialist!

D'you know why my games load but only work for about 10 minutes and then crash. I then can't load any more games. I've a feeling it could be the power pack but I'm loathe to lose my Spectrum for some weeks since the shops here don't sell them.
P Beardall, Aylesbury, Bucks

I don't think it's your power pack (unless wriggling the lead crashes it). It's more likely to be a ROM or ULA fault and you'll have to take it for repair — you'll find a list of repair centres in the classified ads at the back of the mag.

Why on earth am I having problems with my Turbo interface? It prints fives across the screen even when the joystick is not plugged in!
J Marlow, Bridlington, East Yorks

It sounds like your Turbo interface is holding down the data line D4 every time the interface is address-ed.You'll have to return it to them for repair.

The screen image produced by my Spectrum + is not central to the screen, the border on the left is much bigger. Is there any adjustment I can make or is it a professional job?
Percy Webber, Salisbury, Wiltshire

This is completely normal and helps the TV to frame the screen properly. You don't need to have it repaired at all.

Help! I can't use the Kempston pro-interface on the back of a Timex 2040 with the Interface 1. Is there a cheap way around the problem?
Andrew Cousins, Twickenham

The Timex only has 23 connections — try using a Currah Microslot to connect them both together.

Can I use EPROM's on the Interface 2's socket? If so, what are the pins?
P Offord, Watford, Herts

You can but you can only use 16K EPROMS and they have to replace the Spectrum ROM.

YOUR SINCLAIR
14, RATHBONE PLACE
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All letters win a YS badge

Hope I'm not being greedy but I've got a few questions I'd like you to help me with. How can I move pixels instead of blocks? How do I get 64 column text? How can I change the Baud rates on the VTX5000?
Graham McDonald, Aberdeen, Scotland

Use point to find the colour of the point on-screen and move it to the new position with plot. 64 column text is achieved by printing only 4 bits per character and requires a new character set and printing software. And finally, the Baud rates can be changed by straps inside the interface board or by altering the lowest two bits of the set-up byte (to divide by 16 instead of 64), but the modem cannot change speed.

I wonder if you can throw some light on a strange phenomenon. Sometimes when I'm playing games my microdrive starts up all of its own accord. Why?
David Wilkinson, Skegness, Lincs.

This is because the Interface 1 keeps crashing. Make sure you've got a firm connection to the Spectrum.

After my microdrive packed up I tried twisting the cable and for a while that sorted it out. Now it's given up the ghost completely.
Mark Conner, Glasgow

It sounds like you've got a dodgy cable to me. Try replacing the cable between the drive and the Interface 1.

I'm using a ZX81 buffer board for my Speccy. How do I connect up pins 1 and 19 on 74LS245?
Marcel Houweling, Huybergen, Holland

Pin 19 should be connected to 0 volts as this allows the chip to work. Pin 1 chooses the direction and should be connected to 0 volts for outputs on pins 11 to 18. Hope that sorts you out.

Okay, this may seem rather divvy to you but I've just obtained a Trend printer 800 but I've no idea how to connect it to the Speccy.
F G Newberry, England

I assume it's an RS232 since there are loads of Centronics interfaces about. The best method is to get an Interface 1 and buy the RS232 lead that goes with it. Connect pins 5,6 and 8 together inside the plug to guarantee it works.

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SCREEN SHOTS

Rachael Smith and the lads (*Gwyn Hughes, Trouble-shootin' Pete, Tommy Nash, Chris Palmer, Rick Robson* and *Phil South*) bring you more game reviews than Heinz has varieties (well, almost...)

MARBLE MADNESS
CONSTRUCTION KIT

YOUR SINCLAIR MEGAGAME

Melbourne House/£8.95

Phil Wow! At last . . . something even those rarified air type Amiga owners want but cannot have . . . a blistering bolt from the sky blue sky . . . Atari and Melbourne House link hands and swan dive into your Spectrum with a *Marble Madness* game creator! I don't believe it!!! (It's true!) Okay, I'll take it seriously if you will.

What a brilliant game! Not only can you build a megasuperb and straight-up *Marble Madness* game of your very own, but you can play it too! Unlike so many game creation programs this is a very playable game, making even *Gyroscope* (itself a very addictive and tricky *MM* clone) look as exciting as a drawing pin spinning on the table.

MM has the look of it's coin-up original with all your favourite baddies; green worms, acid slime, goals, red catapults, vacuum cleaners, all ready to chase you around the *Marble Madness* terrain. The baddies are all preprogrammed to react to whatever circumstances you care to put them in, and will surprise you in the amount of movement and intelligence they're capable of. You might think you can put them out of the way and cheat by positioning them so they can't get you, but they'll find a way!

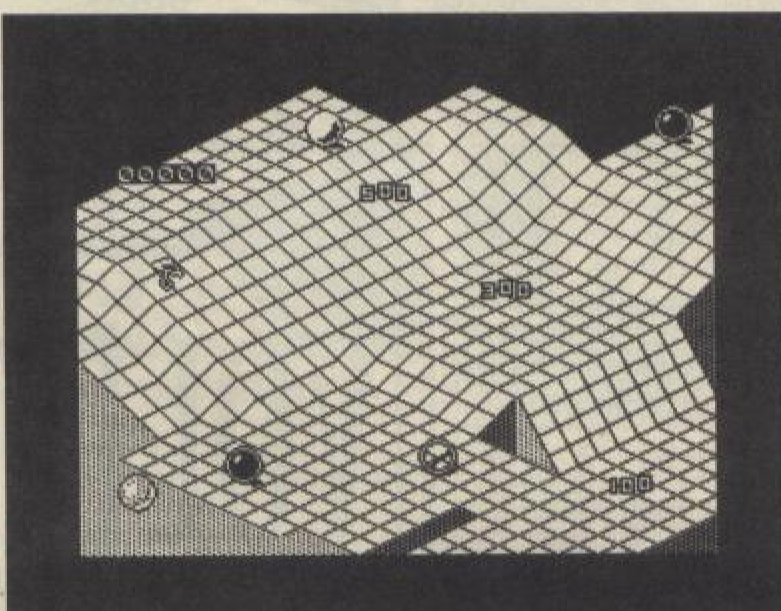
The Editor (No, not Ed, the *MM* Editor!) is a dream to use. You simply position items, like floor sections, baddies and extra points, using a pointer, and press the fire button to place them. Any position you choose isn't final, as you can reposition and erase any section whenever you feel like it. You can also alter the colour schemes, and although the choice is limited to two colours (as individual items are the same colour as the background), having different colour schemes for successive screens is very effective. The most useful thing in the Editor's repetoire is the Free Ram indicator. This tells you how much memory you've got left for screens and other data. Having put 15 screens in and still having mounds of memory left, I can see that the possibilities truly *are* endless! After you've finished designing your worst *MM* nightmare, the Speccy computes the movements for you and the baddies, plus it also fills in the light and shade on the side of the platforms.

Is this the definitive *Marble Madness* on the Speccy? It's tough, it's changeable, it's addictive, it's cheap (it could have been £15 and still be value for money!), and you'd better buy it, or you'll never forgive yourself!

Graphics
Playability
Value for Money
Addictiveness
9

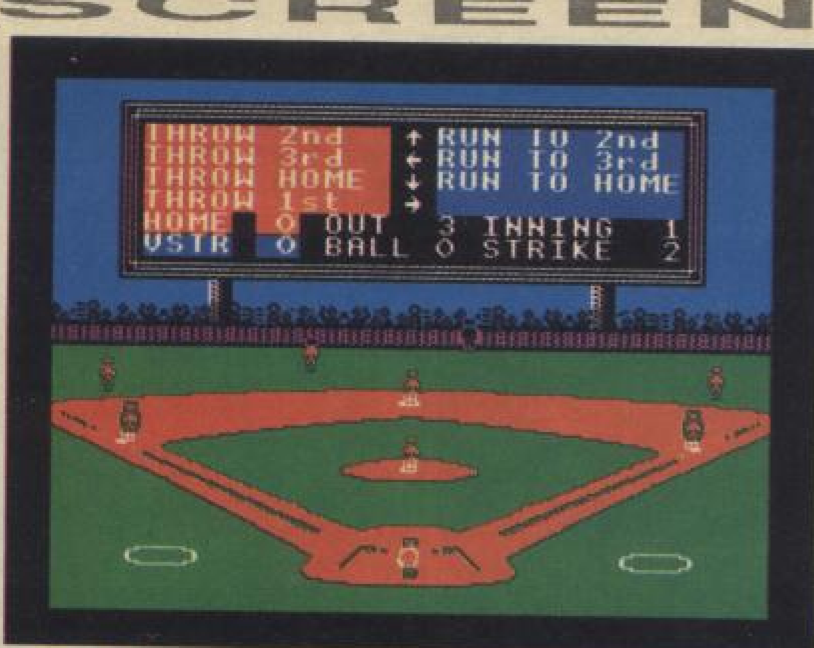


Here's the editor screen. Using your fancy pointer (expensive 68000 computers eat your mouse!) you indicate the function you want, and place the game element on the screen. Just click the pointer on the picture of the thing you want and position whatever it is where you want it. (Psst! You can even change the size of your ball. Now there's a thing you don't see every day!)



Having designed your mega-amazing screen, you then have the (dubious) pleasure of playing your own design. Beware! Even if you think you've made it easy for yourself, the game components (baddies to you) will find a way to get you. And don't be so sure that you've made it easy on the positioning of platforms, either. You'll discover that in most cases you've still painted yourself into a corner.

HARDBALL



Advance/£7.95

Rick Yee-hah! The American sporting invasion continues with Advance's simulation of the all American baseball. Personally I wouldn't know a silly bunt from a good screwball and my idea of baseball is mega rounders played by hunky chaps in pyjamas, Schulz headgear and radar dishes on their hands. A pitcher's what you hang on the wall and Hardball — well, I hope there's a cure!

Baseball's unfamiliarity to the average gamer is this game's main drawback — it just hasn't received the same publicity that's made Pro-Football popular and understood. And since *Hardball*, like *Football Manager*, is essentially a management game where players have to be pre-selected and substituted according to their abilities you're going to end up in difficulties if you think Home Base is a Sainsbury's sideline.

You have the option of playing against the computer or another player. Many of the pre-game selections are purely cosmetic — home or away, Champ or All Star. Screen two is make your mind up time where you have to decide who you're going to pick from your squads with the player information provided.

Get on to screen 3 and you'll see the pitch simulation that gives you a choice of delivery, whilst a sub-screen shows the base positions of your team mates. Like many cricket simulations this looks a hell of a lot better than it plays which is a pity since the graphics are truly amazing. The amount of control you have seems questionable since it's more of a case of wind it up and let it go. But as each game lasts nine innings you'll have plenty of time to work it out and suss the variations. Better than watching Arsenal. Just.

Graphics / Playability / Value for Money / Addictiveness — 6

DOUBLE VOLLEYBALL

Mastertronic/£1.99

Rick Now we're really getting down to basics. *Double Volleyball* is a veritable dinosaur amongst Speccy games and despite its title this is an unsubtle development of the original telly table tennis.

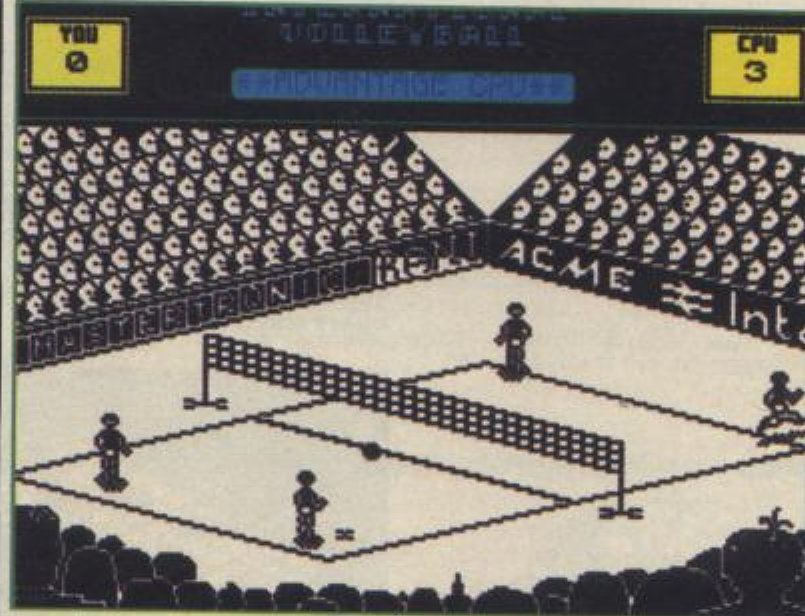
The whole crux of the game is to get the ball over the net without giving your opponent a chance to retrieve it. The 'clever bit' (unlike doubles table tennis) is that you can pass to your partner before shooting. Points are scored only when you're serving, as in badminton. Actual volley ball tactics such as bumping and spiking are only cosmetically reproduced.

Catching the ball is the tricky part — the keyboard equivalent of learning chopsticks. You have to anticipate where a mystery X is going — this is the final position of the ball after it's been smashed. Suss this and you've sussed the game.

Your two men, I assume they're men — it's not easy to tell I'm afraid — have forward, back and lateral movements, otherwise Mastertronic have spared all expense. There's only one screen, no progression of difficulty, absolutely zilch special effects (apart from the Morris dancing by the players when they've won) and you're left to define your own keys.

Wee ones might enjoy this on a wintry night when there's little elle to do but if you're really into reflex honing reaction games, then it's probably worth paying the extra for Imagine's *Ping Pong* or CRL's *Room 10*.

Graphics / Playability / Value for Money / Addictiveness — 4



ZYTHUM

Mirrorsoft/£7.95

Phil (Slurp!) Ahhhhh! Nothing like a nice drop of Zythum between meals to perk up your unknown powers. Only trouble is, it's a bit hard to get hold of these days. None of yer 'Oh, I'll just nip down Waitrose and pick up a carton of Zythum for when Mr and Mrs Merlin come to dinner. No, sirree. You have to slog yerself to shredded wheat across the four hostile territories, avoiding the fiendish Custodians who attempt to stop you fetching your brew. And all this with only eight minutes a territory to reach your objective. Cor, the things some folks will do for a free beer, eh?

At first glance,this appears to be quite an original concept, but strip away the wizard and custodian sprites and replace them with a spaceship and aliens and what have you got? A poor version of the mighty *Defender* perchance? Sure looks that way.

The graphics on this game are a little simplistic, as in blue line drawings on white paper. It plays a bit like a biro drawing too. The Custodians lurch towards you in v. scuzzy two-part animation (if that's not too strong a word), and are about as threatening as a smurf with a butter knife. The gameplay is challenging at first, but once you get used to it, it's a real doddle. As a budget game this would've been good value and a charming little shoot-up, but the charm tarnishes when it's going out at a little under eight quid.

Graphics / Playability / Value for Money / Addictiveness — 4

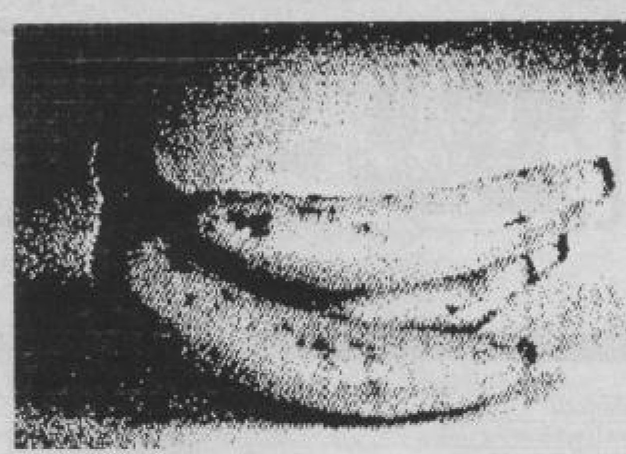


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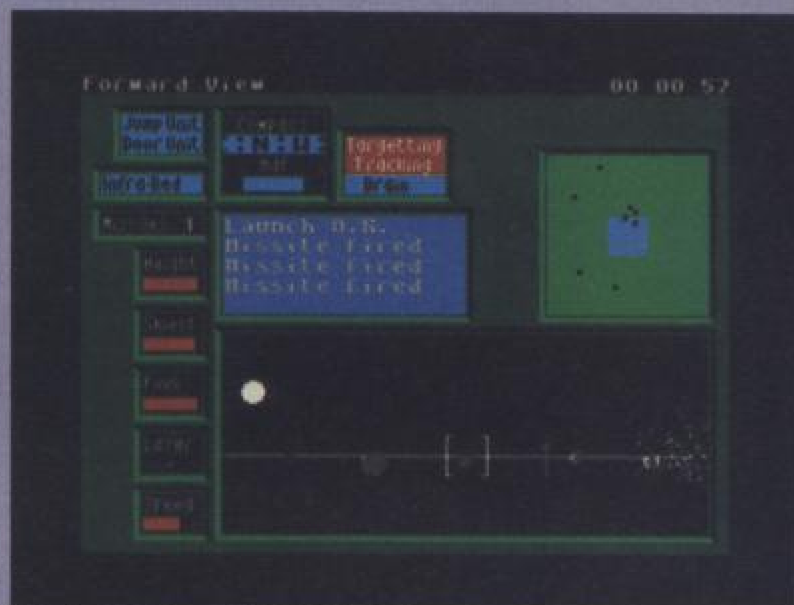
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ACADEMY



Here's where you face the action, in the cockpit of your home-brewed skimmer. This is one of my own humble designs, the very hunky GCS FRANTIK, seen here thrashing it's way through the 'If It Moves. . .' scenario. It's nice to be able to lay out all the instruments where you can use them. Yup, frantic really is the word for it!



What's on the menu? A little shake-up on Sirius, by the look of it. On all the scenarios you get a report to look at which outlines all the problems you'll face. You have a page of text containing details of your mission (should you decide to accept it), plus a lot of info on the system (avec un yummy little pic of the planet). Fortunately you don't have to eat the telly when you've read it.

CRL/£9.95

Phil So you completed your training, eh? You thought that was tough, wait till you see what Galcorp have got lined up for you this semester, wiseguy! Four tough scenarios to be going on with, plus another 16 or so to come in a multi load format, CRL's leading game is going from strength to strength.

You play the part of an ace skimmer pilot, who's legendary skill as a fighter has landed him in the unenviable position of being a sort of intergalactic troubleshooter. Since he was so successful in clearing up the *Tau Ceti* problem, he's now been sent to trouble spots all over the universe, to zap the offending aliens on whatever planet he happens to be despatched to. To assist him, he has a choice of the best skimmers available to Galcorp, plus the opportunity to design his own if he feels they're not up to scratch.

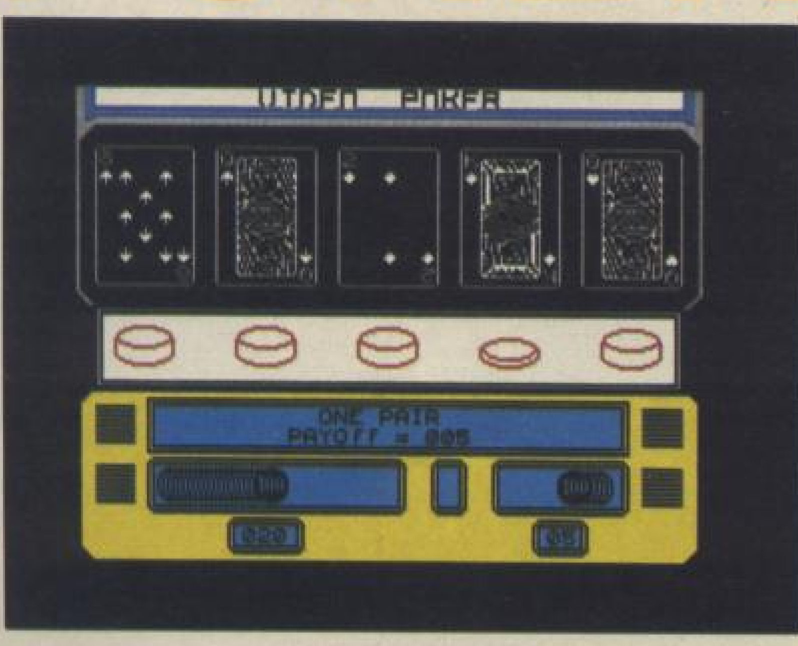
Just when you thought it was safe to hop back into your skimmer, summink like this comes along. As if the Tau Ceti universe wasn't large enough already, they have to go and add 20 new planets (with all their attendant problems) to it. Redesigning and naming your own ships is a lot of fun. I've just made two new ships, subtly blended to my own taste, the so-so GCS SINCLAIR and the mighty GCS FRANTIK. You can select the equipment on the ship and (the best bit) design the control panel, arranging the sexy little dials and displays so you've got room to hang your furry dice up.

Supplied with the master program are missions that are very tough indeed and considering there's four of them, it's gonna take you a real long time to master them all. Enough of a challenge to keep you in sleepless nights (if that's what you crave, pervy) until the data for the remaining 16 mega tough assignments becomes available. Although this was a pre-release copy, I've seen enough to make me think that *Tau Ceti II*, as well as being an honest to god hit, is going to make *Tau Ceti I* look like a pleasure cruise.

YOUR SINCLAIR MEGAGAME

Graphics / Playability / Value for Money / Addictiveness — **9**

VIDEO POKER



Mastertronic/£1.99

Rick Who on earth would want to try and top *Sam Fox's Strip Poker*? Certainly not Mastertronic which keeps to a poker simulation without the stimulation in this little number. Sure, it's good, clean family fun — and dead boring with it. If you're a fan of the Cincinnati Kid rather than kinky underwear you'll still be disappointed. *Video Poker*'s similarity to the saloon bar game is simply superficial. All it actually does is copy one-armed bandit poker games and as such has all the average skill quotient of a fruit machine.

There's only one screen and unfortunately you can only play against the Speccy — a real cheat if ever I knew one. All bets are made blind (you start with twenty coins), thus cutting out any chances for bluff, double bluff and upping your stakes — in other words no Blind Man's Bluff!

You can hold any of the five cards dealt and there's one re-deal for an exchange. As in card poker you're looking for all the classic hands, from pairs (and we're not talking Sam Fox here) to Royal Flushes. Each winning hand has set odds — a pair is evens, two pairs 2-1 and, if you're lucky enough to get one, a Royal Flush is 250-1. Odds, of course, favour the house but your best bet is still to dive right in there with the big stakes as you won't get a chance to change your mind once you're playing. Your kitty is appropriately adjusted with each hand played.

Video Poker has no frills, or thrills, unless you're an ardent addict of the one-armed bandit — and there's no nudges or big knobs to play with here! If you are it might save you a few 50p's otherwise you'd be better off buying a pack of Sam Fox playing cards.

Graphics / Playability / Value for Money / Addictiveness — **4**

CONQUESTADOR

YOUR SINCLAIR MEGAGAME

Melbourne House/£7.95

Pete It is the whim of nearly every reviewer I know these days to slag off any platform game that comes within 3/ miles of them saying 'that was done two years ago, and this idea came from that game . . .' and so on. But sometimes you can stumble across a real gem and it doesn't matter if the idea isn't totally original — the game is just an improvement on all its inspiration.

In this latest Melbourne House rave, you play the part of a Spanish Knight hunting round a mysterious castle in search of three jewels. As usual your way is blocked by nasties, in this case they're Wizards and Guards and the like, who all have this tendancy to want to kill you with their bows and arrows. Luckily, you've got a bow and arrow too, plus scattered throughout the castle you'll find treasure chests, some which hold extra weapon-type goodies, and some which hold potions. My first encounter with the potions turned me into an odd-looking creature with a big nose, which didn't seem to do me a lot of good, so I take that to be one of the bad ones.

Although this is a platform game, and most would consider platform games to be a little long in the tooth, *Conquestador* succeeds where others have failed by learning from its mistakes. The graphics aren't small and fiddly like *JSW*, but then they're not grossly outsized like *Popeye*. The attributes have been dealt with so neatly that you can hardly notice any colour clash at all, and the sound is quite simply unbelievable for a Spectrum while playing a fast moving arcade game.

But the one thing that I did find enjoyable with this game was that I could get a little further each time I played it, not too much as to give the whole thing away, but just enough to make me have just one more go . . .

Really the only bad thing I can say about the whole program is that Melbourne House has used a very brave fast loader. It took me several attempts with a high quality computer cassette recorder to get it in. I hope it's changed slightly for the commercially available version.

And all I can say after that strange outburst of deep meaningful prose from a usually more sedate TP is that I've been beaten by *Conquestador* — buy it!

Graphics
Playability
Value for Money
Addictiveness
9



Codemasters/£1.99

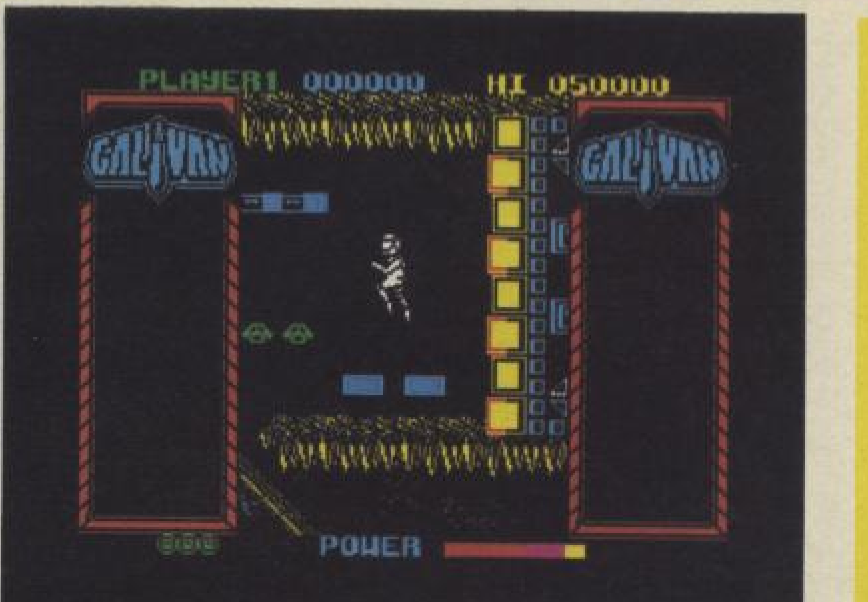
Tommy What d'you get if you cross *Jet Set Willy* with *Daley Thompson's Decathlon*? You get what? Leave this page at once, that's positively disgusting! Of course, you get *Phantomas*, one of the first releases from a new software house called Codemasters. And for an opener that won't rock your pocket, it's not at all bad.

Yes, its *JSW* only the sprites are a bit bigger. Plenty of nasties going up and down, plenty more going from right to left and plenty of platforms so that you can avoid them. Only one life though, but you can replenish your energy by picking up the little coloured squares that are scattered around the screens. And there are plenty of screens.

You play the thief, Phantomas, out to 'alf-inch the jewels hidden on the planet. But first you have to get hold of the strongbox they're kept in by switching 36 separate levers. So, it's jump, dodge, switch on, swan out. Like all good platform games, it comes down to timing — in this case, have I got time for just one more go?

But why? There's nothing really remarkable about the game. On a scale of one to ten it scores minus four for originality. Even some of the sprites are stolen straight from

PHA



GALVAN

Imagine/£7.95

Pete Just when you thought it was safe to go back into the arcades, Ocean has gone and signed up another arcade deal with Nitchibutsu, and no, I don't know how to pronounce that either.

Okey-cokey, so what does one have to do in this 'ere program? Well, in a nutshell, as the last surviving member of the Cosmo Police you have to neutralise all the defences of the Cynep and eventually knock the Cynep's evil rule on the 'ed. To do this you have a number of weapons at your disposal, the only trouble is that you've got to find them first. And even then, keeping them ain't particularly easy, 'cos as your power is drained through combat your weapons are whisked away leaving you completely 'arm-less. Now you're only left with your bare hands to fight with.

Once you've got through one level of nasties then you have to fight a Giant Demon. This Demon is multi headed and each bit that fires at you must be killed seperately. Not an easy task at the best of times.

The play area looks something like Domark's *A View To A Kill* and with most of the fighting going on with fists, the complex structure which Imagine has tried to generate deteriorates into nothing more than a Karate punch-up.

The graphics aren't particularly wonderful for Imagine, nor is the sound and I can't say I was thrilled to bits to play the game.

Personally I reckon that if you want to start fighting multi-headed beings then your time would be better employed writing threatening letters to the Ed.

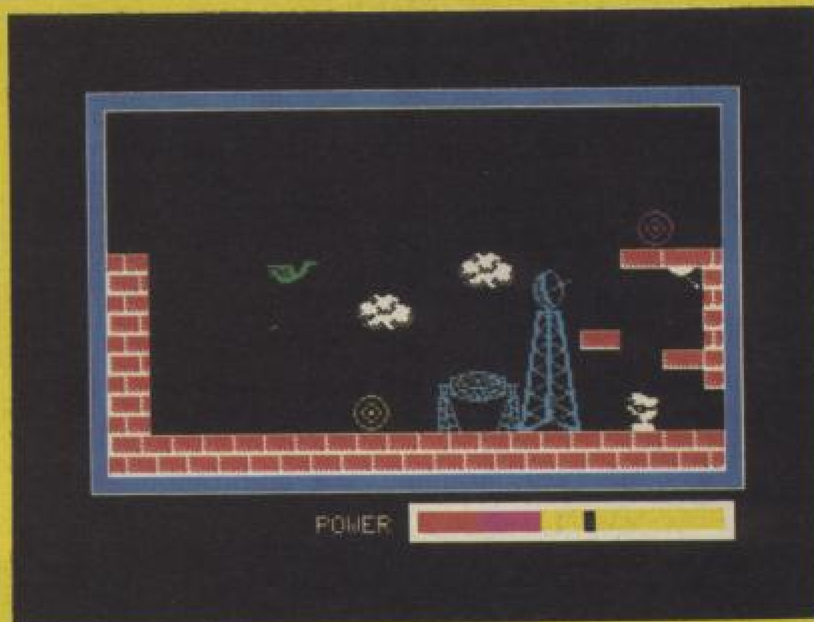
Graphics
Playability
Value for Money
Addictiveness
6

JSW. But it's fun with a capital Ph. And it's full of good things. Like the music. One of those tunes that you end up humming weeks later. Like Phantomas, a real nobody of a computer character. No body, just a head on a pair of feet. Like the variety of screens. Each one holds the promise of a surprise. And yes, like Daley Thompson. On one of the screens you're whisked away in a helicopter and deposited on a planet surface with yet another switch. Throw it and you're told that to run you need the keys V and B. Now *run*. If you don't you're squashed flat by a large rolling boulder. No body, no head, no game.

This is one of the best arguments I've seen for still comparing budget games with the full-price stuff. There's a couple of days solid playing here at a quarter of the price. Sure, if you're heartily sick of *Willy* clones, steer clear. Otherwise, give it a spin. It doesn't rate a megagame; not nearly original enough. And it has a few annoying faults that would've been ironed out of a full-price game (I hope).

But I'll play *Phantomas* again. Phor the sheer phun of it!

Graphics
Playability
Value for Money
Addictiveness
7



NTOMAS

Software Projects/£7.95

Phil A laserdisk game on the Speccy? You're pulling my dirk. No, it's definitely no joke, this really is *Dragon's Lair* on the Spectrum. *Q.* How on earth do you compact 10 million megabytes of graphics and sound, a Walt Disney cartoon and orchestra, onto the small (yet v. humble) Spectrum? *A.* You don't. You take the scenarios and multiload simplified versions of each. Ah! But does it work, this megagame in a micro machine? Nope, I'm afraid not, but then you can't have everything.

Dirk's adventures in the Dragon's gaff are too hard, basically. I suppose you could say it's an accurate representation of the original in *that* respect. Oh yes, it's exactly like the coin-op version in another respect too. Your control over the hapless Dirk seems limited to merely guiding his progress, rather than actually having any real control over him. I find this aspect particularly annoying! If you make a game so hard that it doesn't allow anyone but the writers past the first level, there's little point in drawing any other levels, is there? They could be the most brilliant screens in the world, with the most scintillating gameplays, but unless some poor berk can have a fair shot at getting to them, you might as well forget it. The graphics on the bits you *can* see look really good, but have the feel of straining to appear sophisticated when they're really not doing that much.

If you can be fagged to persist, I'm sure you'll prove me wrong, by discovering the hidden depths to the gameplay and the glory of the final graphic effect. But frankly I think it was a bad idea to attempt a conversion of this magnitude, unless you were sure to produce a workable game. Shame.

Graphics
Playability
Value for Money
Addictiveness
5

DRAGONS LAIR



FIRELORD

Hewson/£8.95

Gwyn Ultimate has a lot to answer for. By being so good, its programs spawned a whole new genre . . . Imitate — Plagiarise the Game. *Firelord* isn't a 3D clone, thank *Knight Lore*, but goes back further to the savage days of *Sabre Wulf*.

For those without long memories, that means that it's a multi-screen maze game. Very 'multi', with 500 plus screens, a host of meanies and lots to pick up in your perambulations. And the one thing that makes this deja-play tolerable is that it's written by Steve Crow, who seems to have a knack when it comes to imitating the Ashby crew.

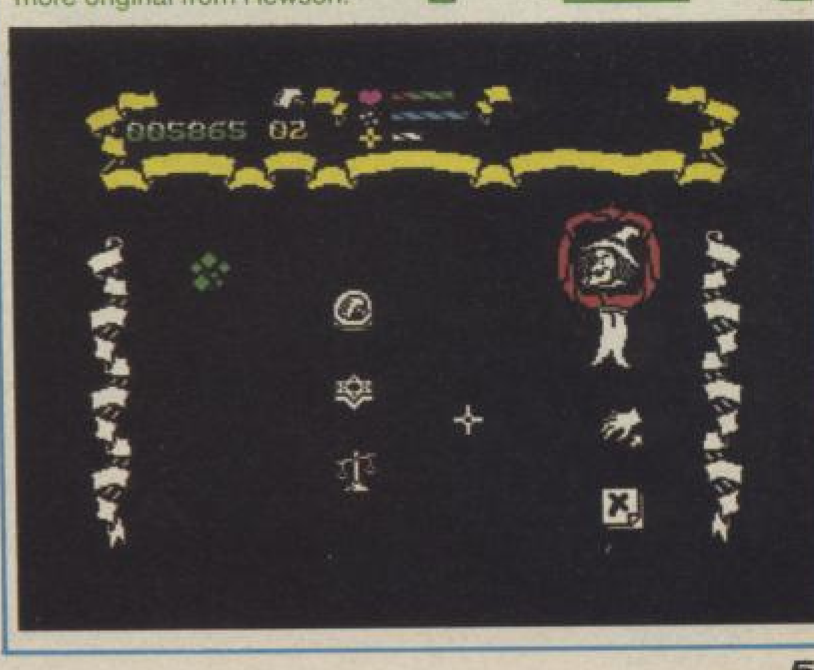
Plot-wise, *Firelord* sets Sir Galaheart on a mission to seek out the sacred Firestone (though why he should want a holy car tyre I have no idea) and return it to the dragon. This means he'd better get a move on and though he's already got his drag on, he needs a weapon, which he'll find lying around the medieval highways and by-ways.

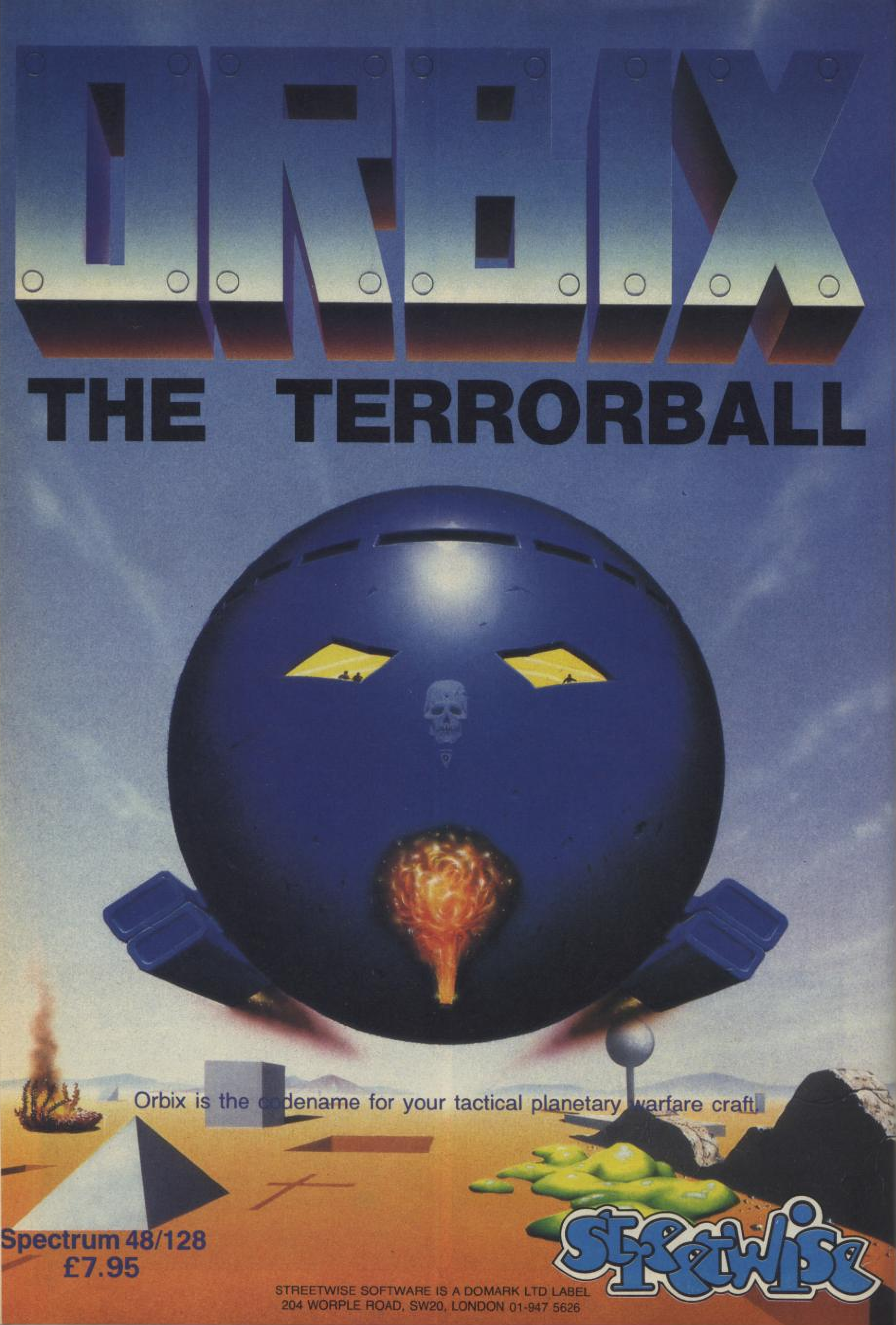
Life in the Middle Ages was nasty, brutish and short (rather like the Ed) but at least it was pretty too, and as you wander the country lanes, or stroll into town, you'll benefit from some attractive scenery.

But the hottest thing about *Firelord* is its trading element. You can walk into some houses and sit down for a bit of bartering with the occupant. Of course they may not want to sell their magic supplies or information for the half eaten ham sarnie that you're offering, but you can always try a little light fingered theft . . .

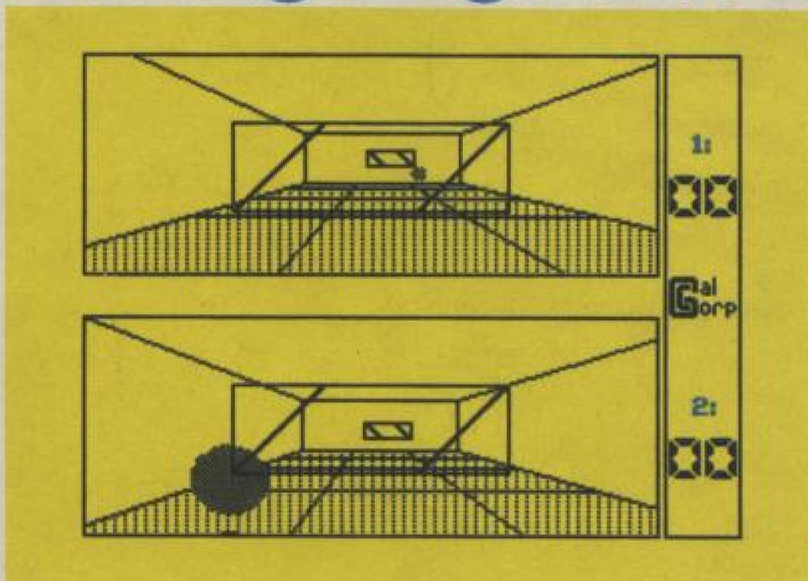
Life in medieval Britain obviously progressed at a more gentle pace, and though I quite enjoyed this, my feelings are that it's pleasant rather than powerhouse. It has an olde worlde charm that could soon wear off, unless you're really into the game type. In that case, it's got some novel twists, but personally I'd have preferred something rather more original from Hewson.

Graphics
Playability
Value for Money
Addictiveness
7




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ROOM 10



CRL/£8.95

Phil After beating your gums out, not to mention the microswitches on your Quickshot, on *Tau Ceti*, what better way to relax than a nice gentle game of glyding. Glyding? Where have you been? You mean to slouch there and tell me you've never been to the Galcorp Leisure Complex? Boy, do you need a break, flyboy. Okay, park your skimmer over there and join me in the glyding room in ten minutes. Room 10, that is.

I know it looks complicated but it's not. You stand on this side of the box, and I stand on the other side. That sticky ball on the wall by your bat is what we're playing with, and all you do is repel it using your bat so it zings across the court at me. Like tennis, yeah, Fun, eh? Seems like a lot of fun? Sure.

Galloping from the same hay strewn stable as *Tau Ceti* and *Academy, Room 10* is a horse of a different hue entirely. A first, in that it simultaneously takes games forward and back at the same time. Back to the old ping pong games you used to play on your telly in the late 70s, forward as in a 3D version of the same. It's as true today as it's ever been that the best games are a simple but addictive idea, with the only frills being totally relevant to the gameplay. *Tau Ceti* was brilliant in this respect,and so is *Room 10*. More of a tennis game than *Tennis*, more of a ping pong game than *Ping Pong*, with none of the contemptuous familiarity of either.

The graphics are smooth and easy on the eye and there's a few nice touches like a slight recoil when the ball is struck by a bat. You can also alter lots of game parameters, like speed, selection of computer or human players (play your chums!), different colour schemes, and computer skill. You've also got the option of selecting keys or Kempston (indeed new Sinclair) joysticks. This is an enjoyable and well made game. Good to loosen up on before you face the blighted shores of *Tau Ceti* once more.

Graphics
Playability
Value for Money
Addictiveness
9

YOUR SINCLAIR MEGAGAME

TRAIL BLAZER

Gremlin/£7.95

Rachael *Bobby Bearing, Action Reflex, Ballblazer, Bounder* and *Bounces* . . . if you ask me, this recent trend in games is a load of old spherical objects. And it's not helped by the addition of *Trailblazer*. If the others drove you dotty, this one will really have you in a spin.

I made the mistake of bouncing into the office when Ed was handing this one out for review. Mistake, I say! That's an understatement. I've been playing it ever since. *Trailblazer* sort of sneaks up on you . . . and it doesn't let go.

The idea is simple. Just bounce a footie along a pavement — a pavement in outer space, that is. A pavement with cracks in it. A pavement with more cracks than pavement, at times. And though I'm sure you always try to keep to the straight and narrow, this particular path winds wildly round. You get the idea?

So there you are, guiding your sphere along Aerial Avenue, and it's then you discover that different types of pavement have different effects. You'll spend so much time with your ball bouncing over the edge that your sanity could quite easily follow it.

What to do then? Become a student of the 14 courses' layouts, as I have. Spend all day and all night learning which path to take and when to bounce. Luckily there's a very good practice option, which lets you practice against a time limit. But for real thrills try the gruelling arcade version, which only allows you four extra bounces.

This is undoubtedly a classic. But don't touch it. It'll have you bouncing up and down in frustration.

YOUR SINCLAIR MEGAGAME



Stairway to heaven anyone? This particular path boasts bouncy bits which rocket you to the next section, providing you've got enough speed. Then there's sticky stuff, which slows you down, and accelerators which may make you go too fast for comfort. But worst are the reverse controls passages. Suddenly left is right and right is arrgh . . . and it's off the edge again!



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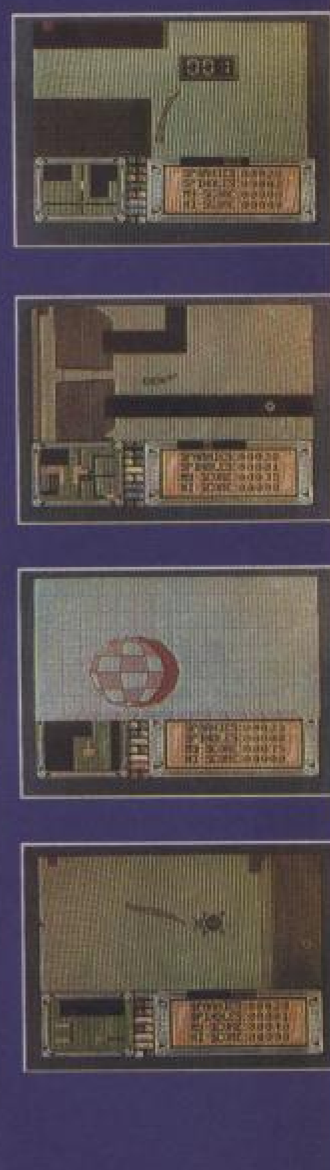
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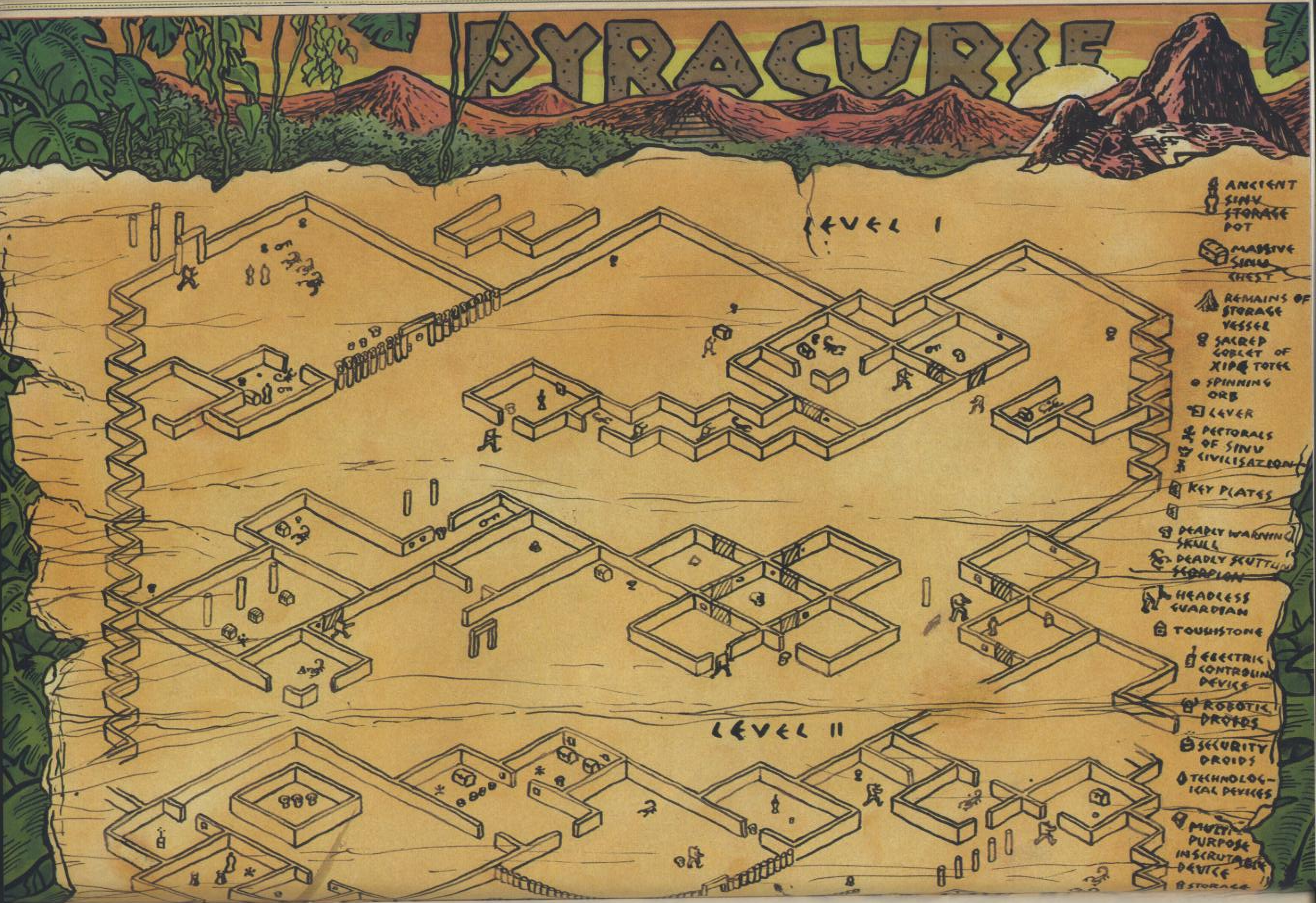
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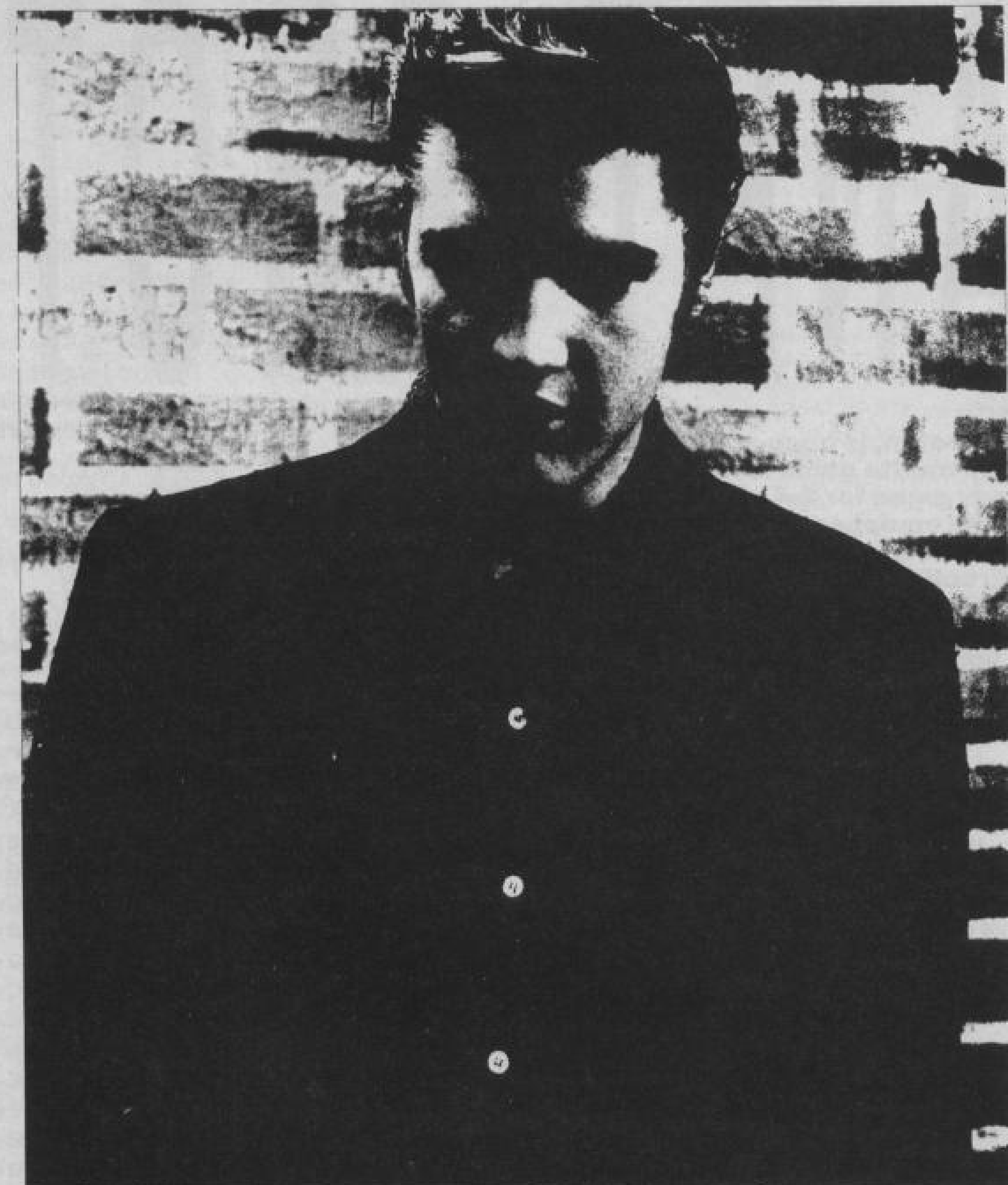




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PLANET PROTON

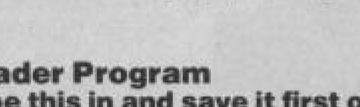
by Mark Rawson

The Game Planet, Proton, is once again the scene of the Tournament. The favourite game is, as always, the Gold Rush scenario, a strategy game for 2-4 players where the players burrow underground in suits equipped with powerdrill gloves. The powerdrills don't allow the player much control, mind you. You can just specify the direction you want to go in and off you blast, in a straight line through the soil until you hit the sides of the arena, or an opponent's tunnel. Although you get points for any tunnel you drill, it's handy if you can pick up a few gems along the way, as these are worth many more points. And you get to keep them!

Planet Proton

- **Typing time:** *2hrs 5mins*
- **Loading time:** *1min 7secs*
- **Serves:** *48/128K*

Graphics Key



Loader Program

Type this in and save it first on your tape as SAVE "PLANET" LINE 1. This loads the character set and then the main program.

```
  20 CLEAR 63999
  30 LOAD ""CODE 64000
  40 POKE 23607,INT (64000/256)-
1
  50 POKE 23606,64000-256*INT (6
4000/256)
  60 LOAD ""
```

Hex Loader

Oh boy, another General Hex Loader program! (Well, I s'pose if you missed it in the *Bubble Trouble* issue you could use this one instead!) Type it in and save it to a different tape for future use. Then run it and type in the Hex Dump.

```
   1 REM General Hex Loader
   2 POKE 23658,8
   3 INPUT "Start Address ";star
t
   4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length
 STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a
$
  60 IF LEN a$<>16 THEN  GO TO 1
000
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 100 NEXT j
 105 IF f=1 THEN  GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 130 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN  GO TO 1
000
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."'''"REMOVE EAR LE
AD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
 230 VERIFY ""CODE
 240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

Hex Dump

Tap this Hex Code into your Hex Loader and save the resultant block of machine code next on your tape as SAVE "FACE" CODE 31774,768. And yes, I know the program above loads it at 64000, but that's the way it works. Trust me.

```
31744:0000000000000000=0
31752:0008101010002000=88
31760:0012240000000000=54
31768:00127F2424FE4800=543
31776:00043F283E0A7E10=321
31784:0062640810264600=330
31792:001828102A447A00=312
31800:0008100000000000=24
31808:0006080808080C00=50
31816:0030101010106000=208
31824:000016083E083400=152
31832:000004083E081000=98
31840:0000000000080830=64
31848:000000003E000000=62
31856:0000000000181800=48
31864:0000020408102000=62
31872:003E464A52627C00=510
31880:001C280810107E00=234
31888:003E42023C40FE00=508
31896:003E420C02447800=330
31904:00041828487E1000=282
31912:003F407C02427C00=443
31920:003E407C42427C00=506
31928:003F020408102000=125
31936:003E423C42427C00=444
31944:003E42423E047800=380
31952:0000000800001000=24
31960:0000080000101020=72
31968:0002040810080402=44
31976:0000003F007E0000=189
31984:0020100804081020=116
31992:003E420408001000=156
32000:003E4A525C407C00=498
32008:003E42427E428400=518
32016:003E427C4242FC00=636
32024:003E424040427C00=446
32032:003C44424244F800=576
32040:003F407C4040FC00=631
32048:003F407C40408000=507
32056:003E42404E427C00=460
32064:0021427E42428400=489
32072:001F040808107C00=191
32080:0001020242427C00=261
32088:0026487048448400=494
32096:002040404040FC00=540
32104:0021665A42428400=489
32112:002162524A468400=489
32120:003E424242427C00=450
32128:003E42427C408000=510
32136:003E4242524A7C02=476
32144:003E42427C448400=518
32152:003E403C02C23C00=442
32160:007F101010102000=223
32168:0021424242427C00=421
32176:0021424242243800=323
32184:00214242425A6C00=429
32192:002324181824C400=351
32200:0043442810102000=239
32208:003F04081020FC00=375
32216:000F080810101C00=91
32224:0020201010080800=112
32232:007808081010F000=408
32240:0008385410102000=212
32248:00000000000000FF=255
32256:001E22782020FC00=500
32264:00001C043C447800=280
32272:0010203C22227C00=300
32280:00001E2020203C00=186
32288:0002043C44447C00=326
32296:00003C4478407800=432
32304:000E101810102000=118
32312:00003E44443C0478=382
32320:0020407844448800=488
32328:0008003010107000=200
32336:0002000404042438=106
32344:00102C3030284800=268
32352:0008101010101800=96
32360:00002C545454A800=464
32368:00003C4444448800=400
```

```
32376:00003C4444447800=384
32384:00003C4444784080=508
32392:00003E44443C080C=278
32400:00001E2020204000=190
32408:00003C403804F800=432
32416:0008381010101800=136
32424:0000224444447800=358
32432:0000224428283000=230
32440:000022545454 7C00=410
32448:000026281028C800=334
32456:00002244443C0478=354
32464:00003E081020F800=366
32472:000E083010101C00=130
32480:0008080808080800=48
32488:0038080C10107000=220
32496:0014280000000000=60
32504:3E429DA1A1B9427C=982
32512:0000000000000000=0
STOP
```

Basic Program

This is the guts of the program itself (urgh!) containing all the necessary operations for the game, UDGs and so on. Thrash it in and save it last on your tape as SAVE "PROTON" LINE 1.

```
  10 BORDER 0: PAPER 0: INK 7:
   BRIGHT 1: POKE 23658,8: CLS
  20 GO SUB 160
  30 GO SUB 250
  40 GO SUB 300
  50 BORDER 0
  60 CLS
  70 GO SUB 390
  80 GO SUB 430
  90 GO SUB 610
 100 GO SUB 690
 110 GO SUB 730
 120 GO SUB 770
 130 GO SUB 810
 140 GO SUB 890
 150 GO TO  970
 160 PRINT AT 0,9; INK 6; INVERS
E 1;"PLANET PROTON"
 170 PRINT AT 3,3;"A Game For 2
To 4 Players"''TAB 7;"© Mark Raw
son 1986"
 180 PRINT ''"Collect As Many cry
stals as you can, Avoiding block
ing yourself into a tight corner
."
 190 PRINT "As you collect the c
rystals, youmake holes which can
not be        crossed over."
 200 PRINT INK 6; FLASH 1;"Golde
n"; FLASH 0; INK 7;" gems are wo
rth the most": PRINT "points BUT
 greed is not the      object of
this game,STRATEGY is."
 210 PRINT "Try to block your op
ponents intoa small area whilst
keeping a   large area to yourse
lf."
 220 PRINT ''TAB 10; FLASH 1;"HA
PPY MINING"
 230 PAUSE 200
 240 RETURN
 250 FOR i=USR "a" TO USR "f"+7
 260 READ a
 270 POKE i,a
 280 NEXT i
 290 RETURN
 300 INPUT "No. Of Players (2/4)
"; LINE n$
 310 IF n$<"2" OR n$>"4" THEN GO
 TO 300
 320 LET n=VAL n$
 330 IF n<2 OR n>4 THEN GO TO 30
0
 340 DIM s(n): DIM x(n): DIM y(n
): DIM q(n): LET rp=INT (RND*n)
 350 FOR i=1 TO n
 360 LET s(i)=0: LET q(i)=0
 370 NEXT i
 380 RETURN
 390 FOR i=1 TO 20
 400 PRINT AT i,1; INK 1;"◆◆◆◆◆◆
◆◆◆◆◆◆◆◆◆◆◆◆◆◆"
 410 NEXT i
 420 RETURN
 430 FOR I=5 TO 21
 440 PRINT AT I,22;"
 450 NEXT I
 460 PLOT 255,128
 470 DRAW -72,0
 480 DRAW 0,-(N*32)
 490 DRAW 72,0
 500 DRAW 0,(n*32)
 510 PLOT 0,0
 520 DRAW 175,0
 530 DRAW 0,175
 540 DRAW -175,0
 550 DRAW 0,-175
 560 FOR i=128 TO (128-(n*32)) S
TEP -32
 570 PLOT 255,i
 580 DRAW -72,0
 590 NEXT i
 600 RETURN
 610 PAPER 2: INK 7
 620 PRINT AT 0,25;"1 2 3"
 630 PRINT AT 1,25;" \|/ "
 640 PRINT AT 2,25;"4-+-6"
 650 PRINT AT 3,25;" /|\ "
 660 PRINT AT 4,25;"7 8 9"
 670 PAPER 0: INK 7
 680 RETURN
 690 FOR i=0 TO (n-1)
 700 PRINT AT 6+(i*4),23; INK (i
+3);"Player ";(i+1)
 710 NEXT i
 720 RETURN
 730 FOR i=0 TO (n-1)
 740 PRINT AT 6+((i*4)+1),23; IN
K (i+3);"Score: ";CHR$ (146+i)
 750 NEXT i
 760 RETURN
 770 FOR i=0 TO (n-1)
 780 PRINT AT 6+((i*4)+2),23; IN
K (i+3);"0          "
 790 NEXT i
 800 RETURN
 810 RANDOMIZE
 820 LET g=INT (RND*(N*3))+N
 830 FOR i=1 TO g
 840 LET rnx=INT (RND*20)+1
 850 LET rny=INT (RND*20)+1
 860 PRINT AT rnx,rny; INK 6; BR
IGHT 0;CHR$ 145
 870 NEXT i
 880 RETURN
 890 FOR i=1 TO n
 900 LET rcx=INT (RND*20)+1
 910 LET rcy=INT (RND*20)+1
 920 PRINT AT rcx,rcy; INK (i+2)
;CHR$ (145+i)
 930 LET x(i)=rcx
 940 LET y(i)=rcy
 950 NEXT i
 960 RETURN
 970 LET i=1
 980 IF i>n THEN GO TO 970
 990 IF q(i)=1 THEN LET i=i+1: I
F quit<n THEN GO TO 980
1000 GO SUB 1410
1010 IF check=9 THEN LET check=0
: LET i=i+1: GO TO 980
1020 LET i=i+rp: LET rp=0
1030 BEEP .1,(10*i)
1040 INPUT "Player ";(i);" Direc
tion:"; LINE d$
1050 IF d$<"1" OR d$>"9" OR d$="
5" THEN GO TO 1040
1060 LET d=VAL d$
1070 IF d<1 OR d>9 OR d=5 THEN G
O TO 1040
1080 GO SUB (1140+(d-1)*10)
1090 LET move=0
1100 GO SUB 1230
1110 IF move=0 THEN PRINT #0; FL
ASH 1;"You Can't Move In That Di
rection": BEEP 1.2,-6: GO TO 103
0
1120 LET i=i+1
1130 GO TO 980
1140 LET dx=-1: LET dy=-1: RETUR
N
1150 LET dx=-1: LET dy=0: RETURN
1160 LET dx=-1: LET dy=1: RETURN
1170 LET dx=0: LET dy=-1: RETURN
1180 REM
1190 LET dx=0: LET dy=1: RETURN
1200 LET dx=1: LET dy=-1: RETURN

1210 LET dx=1: LET dy=0: RETURN
1220 LET dx=1: LET dy=1: RETURN
1230 IF ATTR (x(i)+dx,y(i)+dy)=6
 THEN LET s(i)=s(i)+50: BEEP .1,
32: GO TO 1250
1240 IF ATTR (x(i)+dx,y(i)+dy)<>
65 THEN RETURN
1250 LET x(i)=x(i)+dx
1260 LET y(i)=y(i)+dy
1270 GO SUB 1340
1280 GO SUB 1360
1290 PRINT AT x(i),y(i); INK i+2
;CHR$ (145+i)
1300 LET s(i)=s(i)+10
1310 LET move=move+1
1320 GO SUB 1390
1330 GO TO 1230
1340 PRINT AT x(i)-dx,y(i)-dy;CH
R$ 32
1350 RETURN
1360 BEEP .005,x(i)
1370 BEEP .005,y(i)
1380 RETURN
1390 PRINT AT 4+((i*4)),23; INK
(i+2);s(i)
1400 RETURN
1410 LET check=0
1420 FOR d=1 TO 9
1430 GO SUB (1140+(d-1)*10)
1440 IF SCREEN$ (x(i)+dx,y(i)+dy
)=" " OR ATTR (x(i)+dx,y(i)+dy)<
>65 AND ATTR (x(i)+dx,y(i)+dy)<>
6 THEN LET check=check+1
1450 NEXT d
1460 IF check=9 THEN GO SUB 1480
1470 RETURN
1480 BEEP .4,-4: BEEP .4,-8
1490 PRINT #0;TAB 7; FLASH 1;"Pl
ayer ";i;" Is Trapped"
1500 LET q(i)=1
1510 PAUSE 100
1520 GO SUB 1550
1530 INPUT ""
1540 RETURN
1550 LET quit=0
1560 FOR c=1 TO n
1570 IF q(c)=1 THEN LET quit=qui
t+1
1580 IF quit=(n-1) THEN GO TO 16
10
1590 NEXT c
1600 RETURN
1610 LET hs=0
1620 FOR i=1 TO n
1630 IF s(i)>hs THEN LET hs=s(i)
: LET player=i
1640 NEXT i
1650 INPUT ""
1660 PRINT #0;AT 1,8; FLASH 1;"P
layer ";player;" Has Won"
1670 FOR i=0 TO 10
1680 BEEP .05,(i*4)
1690 NEXT i
1700 PAUSE 100
1710 INPUT "Another Game? (Y/N)
"; LINE a$
1720 IF a$="n" OR a$="N" THEN GO
 TO 1830
1730 INPUT "Same Players? (Y/N)
"; LINE a$
1740 IF a$="n" OR a$="N" THEN GO
 SUB 300
1750 GO SUB 340
1760 GO TO 70
1770 DATA 24,60,126,255,126,60,2
4,0
1780 DATA 24,36,90,165,90,36,24,
0
1790 DATA 60,60,24,255,24,36,36,
102
1800 DATA 153,189,126,60,60,126,
153,129
1810 DATA 60,126,219,255,189,66,
126,60
1820 DATA 60,60,24,126,60,60,24,
60
```

ROCK 'N' ROLL TUNER

by Sai Ming Wong

What a triffic game *Rock'N'Roll* was! On these very pages, a megagame was born. Hex Loader has got hints and tips on it, we've had maps and POKEs and complete solutions... Worra man Neil Balharrie is, eh? And now, you can design your own screens with this unique and exclusive *'Rock'N'Roll Tuner* program.

You can load screens into the program and edit them, making a whole new Rock'N'Roll universe to explore. Make the game as hard or as easy (cheat!) as you like, and put yourself in the hi-score tables with the rest of them.

> **Rock'N'Roll Tuner**
> - **Typing time:** *1hr 40mins (inc. Custom and Demo)*
> - **Loading time:** *23secs (Tuner)*
> - **Serves:** *48/128K*

Graphics Key

Here's the UDG key, an invaluable guide to the keys you need to fondle to get the graphics on the screen.

```
A=□  D=◊
B=▒  E=王
C=●  F=웃
```

Rock'N'Roll Custom Loader

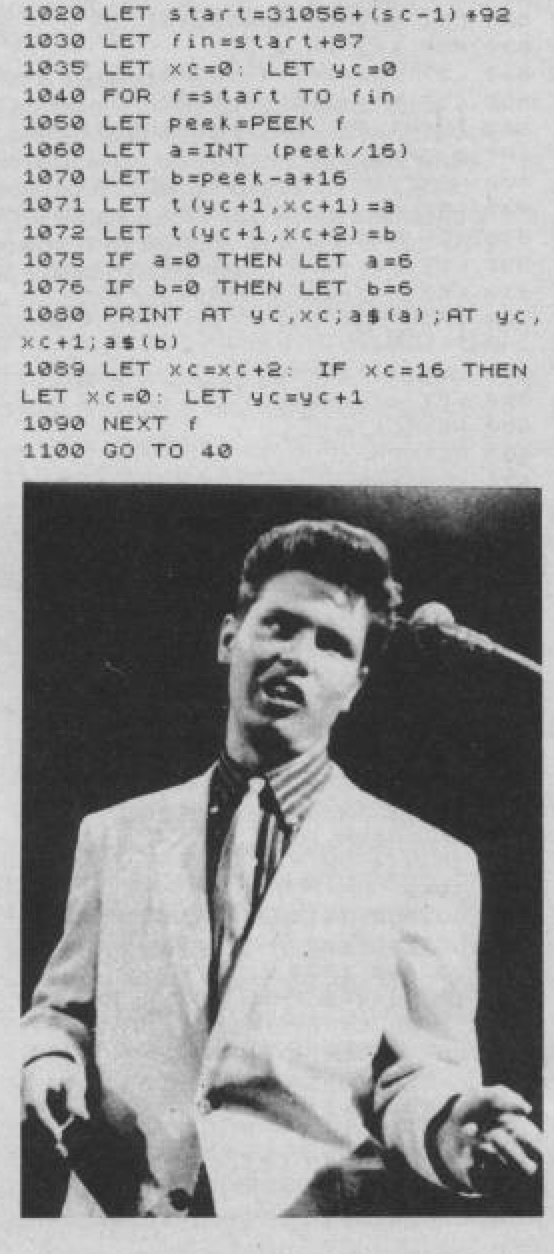
This is a bit like the *'Rock'N'Roll* loader program except that it allows the loading of your own screens on start-up. Type it in and save it as SAVE "ROCKNROLL" LINE 1. Use it instead of the Basic loader on your *'Rock'N'Roll* game.

```
   1 REM 31050,6315
  10 BORDER 0: PAPER 0: INK 7: C
LEAR 29999
  20 PRINT TAB 4;"R O C K  ' n '
  R O L L"
  30 PRINT : PRINT "By Neil Balh
arrie, YOUR SINCLAIR"
  35 PRINT
  40 PRINT " The idea of the gam
e is to      collect all the jewe
ls in a caveto progress onto the
 next cave."+CHR$ 13+CHR$ 13+" Y
ou must avoid the boulders as th
ey topple down in the weird   gr
avity. You start the game withth
ree lives and lose one each   ti
me you are hit by a falling   ob
ject or the time runs out."
  50 PRINT
  60 PRINT " You may use the key
board or a  joystick:-"+CHR$ 13+
"          Q - Up   O - Left
           A - Down P - Right"
  70 PRINT : PRINT " Z End The G
ame, X Lose A Life,"
  80 PRINT "  CAPS SHIFT To Move
 On A Page"
9908 PRINT AT 0,0;: INK 0: LOAD
"ROCKCODE"CODE
9910 INPUT "Load screens (y/n)?
";l$
9920 IF l$<>"y" AND l$<>"Y" AND
l$<>"n" AND l$<>"N" THEN GO TO 9
910
9930 IF l$="y" OR l$="Y" THEN IN
PUT "Screen Filename ";f$: LOAD
f$CODE 31056
9998 PRINT USR 32765
9999 SAVE "ROCKNROLL" LINE 0
```

Basic Tuner Program

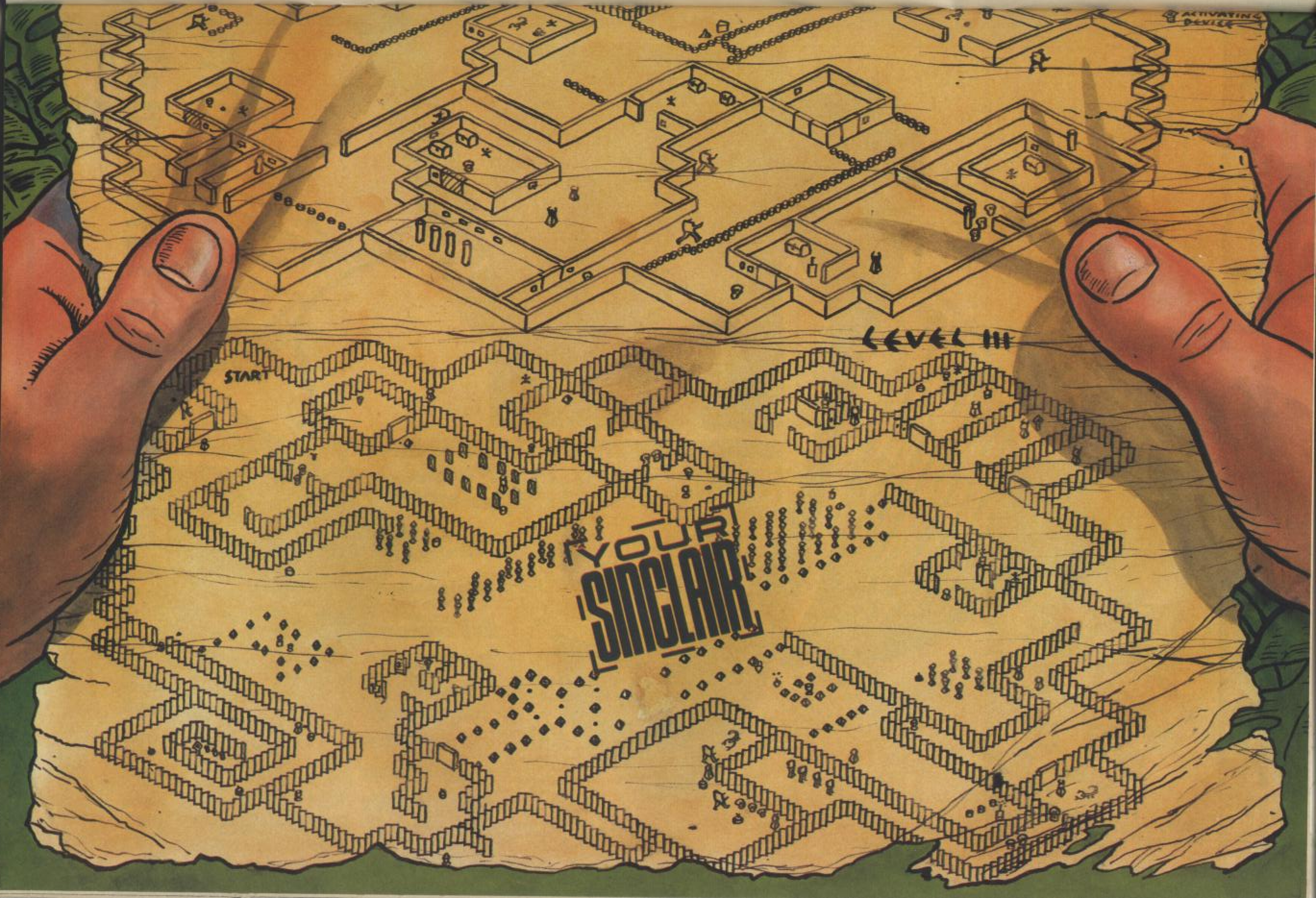
Here is the Tuner program (And remember, you can tune *'Rock'N'Roll*, but you can't tuna fish!). Simply type it in and save the little beggar as SAVE "TUNER" LINE 1.

```
   1 DIM t(11,16)
   5 BORDER 5
  10 FOR n=USR "a" TO USR "f"+7
  20 READ a: POKE n,a: NEXT n
  25 LET a$="▒●◊王웃 "
  30 CLS : GO SUB 9000
  35 LET manx=0: LET many=0: LET
 dia=0
  40 INPUT "Which option (1-4) "
;opt
  50 IF opt<1 OR opt>4 THEN GO T
O 40
  60 IF opt=1 THEN INPUT "Filena
me to load                 ";f$:
LOAD f$CODE 31056,1472
  70 IF opt=2 THEN INPUT "Filena
me to save                 ";f$:
SAVE f$CODE 31056,1472
  80 IF opt=3 THEN GO TO 1000
  90 IF opt=4 THEN GO TO 5000
 100 GO TO 30
 999 REM *insert screen*
1000 INPUT "Which screen (1-16)
";sc
1010 IF sc<1 OR sc>16 THEN GO TO
 1000
1015 PRINT AT 12,0;"Screen:";sc;
"  "
1018 LET manx=0: LET many=0: LET
 dia=0
1020 LET start=31056+(sc-1)*92
1030 LET fin=start+87
1035 LET xc=0: LET yc=0
1040 FOR f=start TO fin
1050 LET peek=PEEK f
1060 LET a=INT (peek/16)
1070 LET b=peek-a*16
1071 LET t(yc+1,xc+1)=a
1072 LET t(yc+1,xc+2)=b
1075 IF a=0 THEN LET a=6
1076 IF b=0 THEN LET b=6
1080 PRINT AT yc,xc;a$(a);AT yc,
xc+1;a$(b)
1089 LET xc=xc+2: IF xc=16 THEN
LET xc=0: LET yc=yc+1
1090 NEXT f
1100 GO TO 40
```



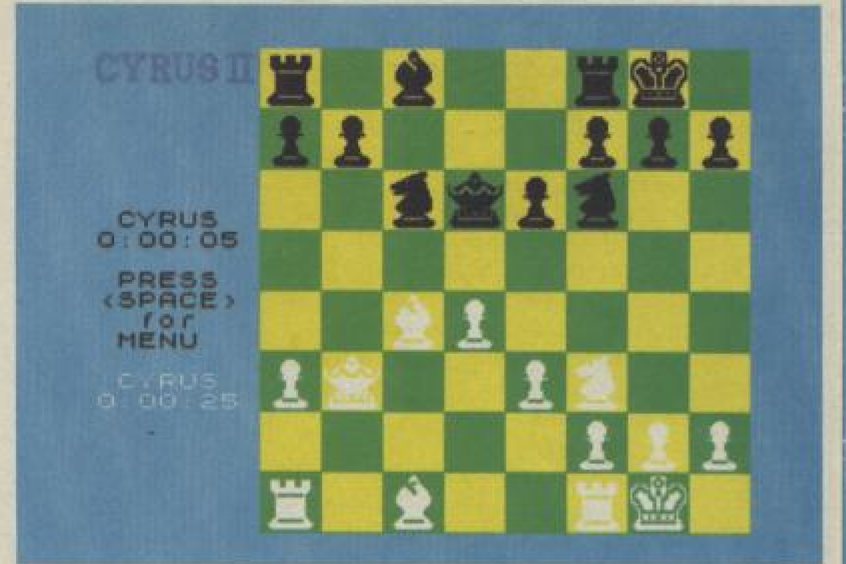
```
4999 REM *edit*
5000 LET cx=0: LET cy=0: PRINT O
VER 1;AT cy,cx;"*"
5001 PRINT AT 14,0;"1=▒ Grass"'"
2=● Boulder"'"3=◊ Jewel"'"4=王 Br
ick"'"5=웃 Man","Q=Up     A=Down"'
"6=<space>","O=Left  P=Right",,"
G=Finish"
5005 LET ocx=cx: LET ocy=cy
5010 LET cy=cy-(INKEY$="q" AND c
y>0)+(INKEY$="a" AND cy<10)
5020 LET cx=cx-(INKEY$="o" AND c
x>0)+(INKEY$="p" AND cx<15)
5030 LET i$=INKEY$: IF i$>="1" A
ND i$<="6" THEN PRINT AT cy,cx;a
$(VAL i$); OVER 1;AT cy,cx;"*":
LET t(cy+1,cx+1)=VAL i$: IF i$="
6" THEN LET t(cy+1,cx+1)=0
5040 IF INKEY$="g" THEN PRINT OV
ER 1;AT cy,cx;"*": GO TO 6000
5930 PRINT OVER 1;AT cy,cx;"*"
5940 PRINT OVER 1;AT ocy,ocx;"*"
5950 GO TO 5005
5999 RETURN
6000 INPUT "Set into which scree
n(1-16)";sc
6010 IF sc<1 OR sc>16 THEN GO TO
 6000
6020 PRINT AT 12,0;"Screen:";sc;
"  "
6030 PRINT FLASH 1;AT 13,0;"PLEA
SE WAIT"
6035 LET manx=0: LET many=0: LET
 dia=0
6040 LET start=31056+(sc-1)*92
6070 FOR p=1 TO 11
6080 FOR o=1 TO 16 STEP 2
6085 LET tot=0
6090 LET tot=tot+t(p,o+1)+16*t(p
,o)
6091 IF t(p,o)=5 THEN LET many=p
-1: LET manx=o-1
6092 IF t(p,o+1)=5 THEN LET many
=p-1: LET manx=o
6093 IF t(p,o)=3 THEN LET dia=di
a+1
6094 IF t(p,o+1)=3 THEN LET dia=
dia+1
6095 LET t(p,o+1)=0: LET t(p,o)=
0
6100 POKE start,tot: LET start=s
tart+1
6110 NEXT o
6120 NEXT p
6130 POKE start,dia
6140 POKE start+1,manx
6150 POKE start+2,many
6999 GO TO 30
9000 FOR y=0 TO 10
9020 PRINT AT y,0;"□□□□□□□□□□□□□
□□□"
9040 NEXT y
9060 PRINT INK 1;AT 0,19;"▚▚▚▚▚▚
▚▚▚▚▚▚"
9070 PRINT INK 1;AT 1,19;"▚ROCK'
N'ROLL▚"
9080 PRINT INK 1;AT 2,19;"▚   TU
NER   ▚"
9090 PRINT INK 1;AT 3,19;"▚     b
y     ▚"
9100 PRINT INK 1;AT 4,19;"▚  Sai
 Ming ▚"
9110 PRINT INK 1;AT 5,19;"▚     W
ong   ▚"
9120 PRINT INK 1;AT 6,19;"▚▚▚▚▚▚
▚▚▚▚▚▚"
9130 PRINT INK 1;AT 10,22;"OPTIO
NS"; OVER 1;AT 10,22;"_______"
9140 PRINT INK 1;AT 12,17;"1 Loa
d Screens";TAB (17);"2 Save Scre
ens";TAB (17);"3 Insert Screen";
TAB (17);"4 Edit Screen"
9200 RETURN
9300 DATA 255,129,129,129,129,12
9,129,255
9310 DATA 0,80,2,16,0,40,2,0
9320 DATA 0,60,126,255,255,126,6
0,0
9330 DATA 0,8,20,34,34,20,8,0
9340 DATA 0,255,8,15,240,16,255,
0
9350 DATA 0,28,28,8,62,8,20,34
```




ACTIVATING DEVICE
LEVEL III
START
YOUR SINCLAIR


THEY $TOLE
A MILLION
"Plan the Robbery of a Lifetime!"
Commodore 64/128 (cassette £9.95, disk £14.95)
Amstrad 464/664/6128 (cassette £8.95, disk £14.95)
Spectrum 48/128 (cassette £8.95)
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CYRUS II



Alligata/£11.95

Gwyn There are two ways of reviewing chess programs. The hardened player will settle for nothing less than a head on comparative test, with a line of Speccies overheating as they play each other.

That's one method. But the *YS* solution is to sit good old Gwyn down in front of the computer and see if he can last more than ten moves. This doesn't result in the definitive statement of strengths and weaknesses . . . but it does provide a subjective summing up from a mere chess mortal.

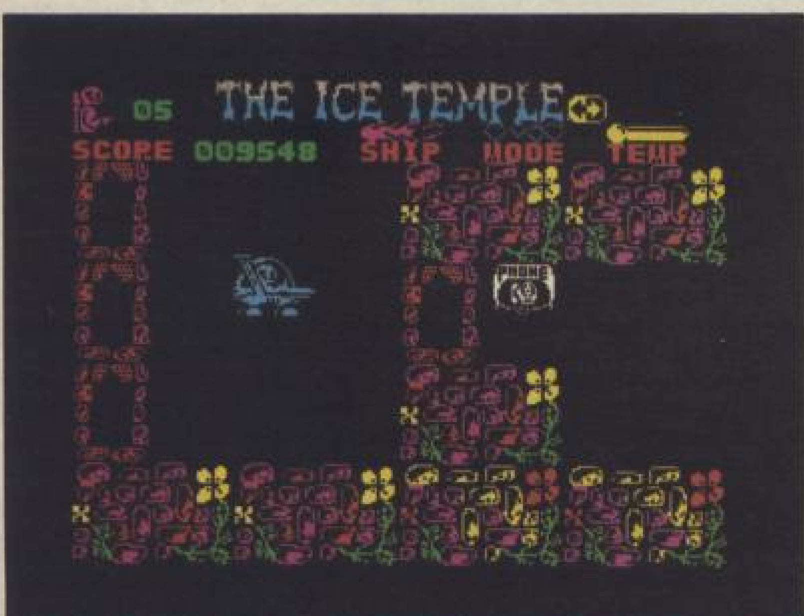
After last month's brace of board busters, *Cyrus II* looks rather plain. No natty 3D graphics here — just a standard plan. But is that a serious omission? Possibly not, because the squares fill the screen and the cursor movement system is simple to use. What is less satisfying is the bilious yellow and green colour scheme, which means that white pieces all but vanish on the primrose squares.

Variables can be changed via a second screen, which also contains a record of moves. Alterations are easy to make, using menus and single key commands. There's no problem changing levels, sides, turning the board through 180 degrees, taking back moves or requesting help. If you want you can also play both sides, or play a human opponent, or your Speccy can even play with itself. Setting up positions and problem solving, with mate in anything up to five moves, are also catered for.

As I said, I can't really comment on the grand master shattering potential of *Cyrus*, but for many people the fact that it plays a good game will be enough. It's also fun to take on . . . providing you can cope with its lemon and lime playing area. Yuk!

Graphics
Playability
Value for Money
Addictiveness
7

ICE TEMPLE



Bubble Bus Software/£7.95

Phil 'Brrr. Razor's the name, Nick Razor . . . What am I doing here? Well, it was bad enough that some little squirter pinched my Space Cruiser and hyperspaced off with it, but did they have to leave it on this godforsaken ice planet? Jeez, it's cold. Oh why did I have to stumble on the aliens' plan to destroy the Earth? Now I've got to stay here until I can sabotage their evil plot. And there's an icicle on the end of my laser pistol . . .'

Nick never really wanted to be a hero. But if he doesn't stop the aliens, who will? He's got to find and destroy the nuclear elements buried deep within the ice caves. Do you remember a game called *The Covenant*, or maybe one called *Lunar Jetman*? Before your time, eh? Well, okay, the principle is that you have a man in a jetpack, and it's his solemn duty (nothing to smile about, this jetpacking) to collect the eight pieces of the reactor and dump them down refuse chutes. To do this he must find his little space ship, and explore the 900 rooms of the Ice Palace . . . yes, I said 900. Using teleports to get to inaccessable portions of the maze, he has to destroy all the aliens and robots that attack him, 'cos if his forcefield gets depleted, his suit will explode. (Urgh! Red wallpaper looks so tacky!)

It's funny really, but it doesn't matter how many different versions of this game I have to play, I still think they're triffic fun. And with 900 rooms to visit, and lots of things to kill, I think you will too!

Graphics
Playability
Value for Money
Addictiveness
6

VAMPIRE

Codemasters/£1.99

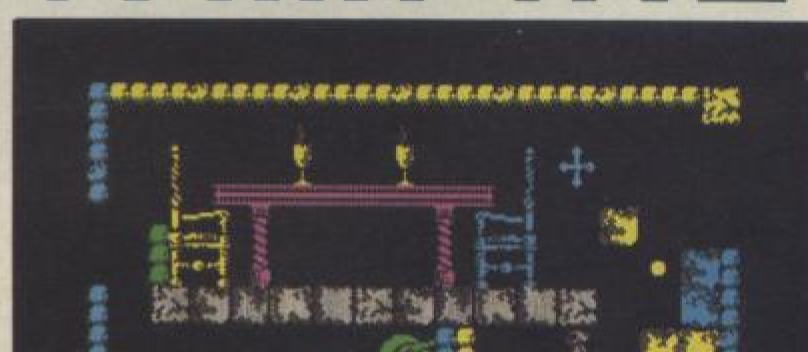
Pete It is a bird? Is it a plane? It is Superman? No, it's Brok the Brave doing the old two footed jumps and flying through the air as if he was on sky hooks.

You play the unfortunate Brok the Brave, who, apart from his ability to jump proportionally higher than a flea, hasn't got a lot going for him. For poor old Brok was trapped within the high security planet Hawkland until some bright spark offered him this job. So off he was packed to Earth where his task was to free the planet from the terrors of Dracula. A strange mixmatch, methinks. Still, we'll give them the benefit of the doubt, huh?

Okay, so you've got to find three keys while avoiding the nasties. Hang on, hang on, before you go any further — haven't we covered this plot somewhere else? You also get the standard bonus points for collecting anything and everything that flashes. Corny, I know, but if it flashes the masses know what's going on.

Well, compared to other platform games it matches up quite well, and it's difficult enough to keep interest going. The only thing it really lacks is any new creative ideas.

Graphics
Playability
Value for Money
Addictiveness
5



STREET

Ocean/£7.95

Gwyn Help! A robbery! But never fear, here's . . . (ra-ta-ta-ta-ta-ta-taaa!!!) . . . Here's . . . (ra-ta-ta-taa?) Here . . . oh, never mind!

If you'd been looking down a shotgun, waiting for *Street Hawk* to save you, you might well have decided to hand over the money after all. It was obviously such a nice day that *Street Pigeon* decided to walk. Of course *Street Budgie* put in an abortive appearance last year, but this was so dire it flew out almost immediately it had flown in.

Twelve months later and cue *Street Cuckoo* — version two — swooping in with all the grace of an ostrich wearing wellies. If I was Ocean I'd have let this one fly south for the winter. It's a real *Street Dodo*.

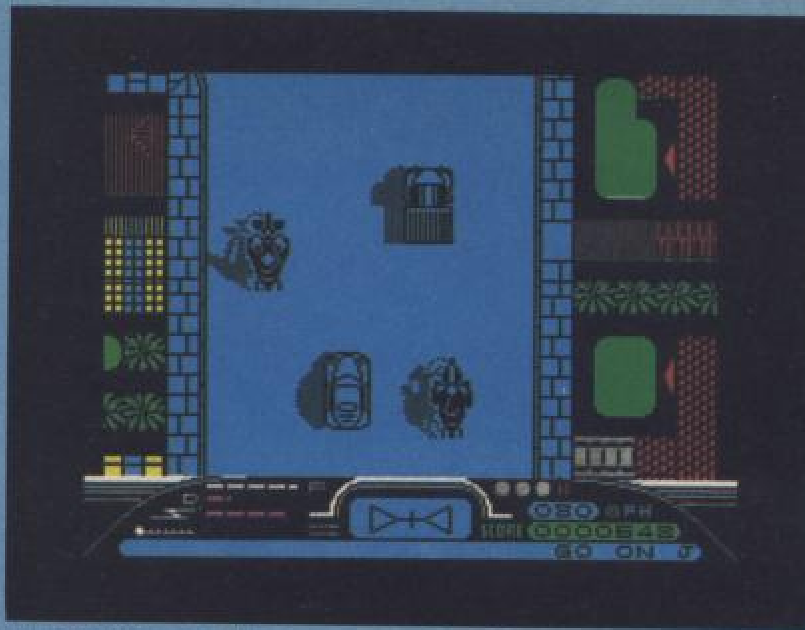
So what's it all about? Screen one and you're astride that throbbing monstrosity, Street Sparrow, racing to a heist. Seen from above, it's a case of dodge the innocent Sunday drivers and shoot up the criminals' cars, which calls for little skill and offers less excitement. It plays so slowly you'll soon understand why *Street Penguin* took so long to arrive.

After dicing with death in that section — and I do mean death . . . have you ever fallen asleep while driving a motorbike? — you have to shoot the baddies as they run from the scene of the crime. Criminal is certainly a term that comes to mind. Shooting fish in a barrel is another.

After that . . . well, just re-read the last paragraph but one. In its favour, *Street Peacock* looks pretty good, but it's as threatening as a three day old chick. And it isn't even particularly well programmed. Even when you've received maximum damage and can't do anything it continues to urge you on.

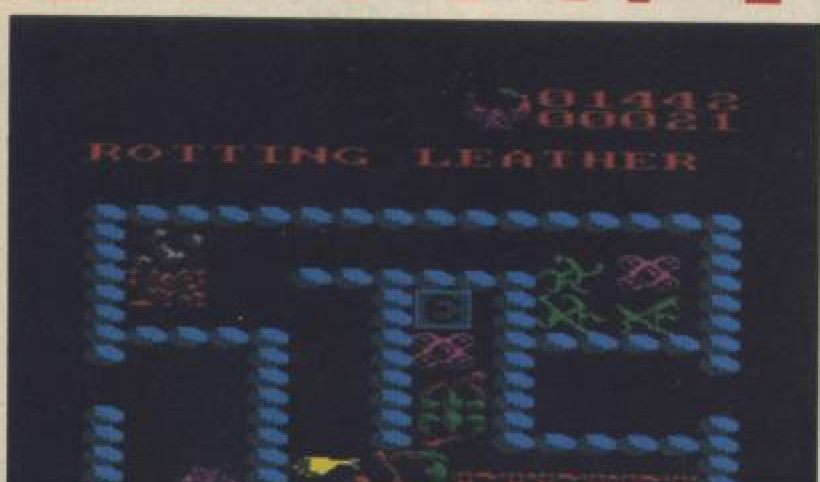
Really, if I want some two wheel action, I'd prefer *Paperboy*'s BMX. Never has a game been more aptly titled than *Street Turkey*.

Graphics
Playability
Value for Money
Addictiveness
5



The thrilling traffic jam game. Accelerate, swerve, shoot and even jump, while at the bottom of the screen messages keep exhorting you to 'Go to it, Jesse.' Listen, I don't like anybody calling me a Jesse — especially a computer!

STORM



Mastertronic/£1.99

Chris *Storm* is an attempt to implement a *Gauntlet* style game on the good old Speccy — yes *another* one. Unfortunately, whilst I admire the sentiment, the game itself falls decidedly short of the mark. Briefly, the idea of the game is to penetrate an underground labyrinth and rescue Storm's wife. The game can be played by either one or two players. If two players are playing then both Agravain the Undead and Storm can be used simultaneously, each being controlled by different parts of the keyboard.

The game is fairly standard aracade adventure format with items to find and baddies to kill. Unfortunately the action is viewed from above and the graphics are a bit too chunky to make the game special.

Overall, a nice idea but poorly implemented.

Graphics
Playability
Value for Money
Addictiveness
4

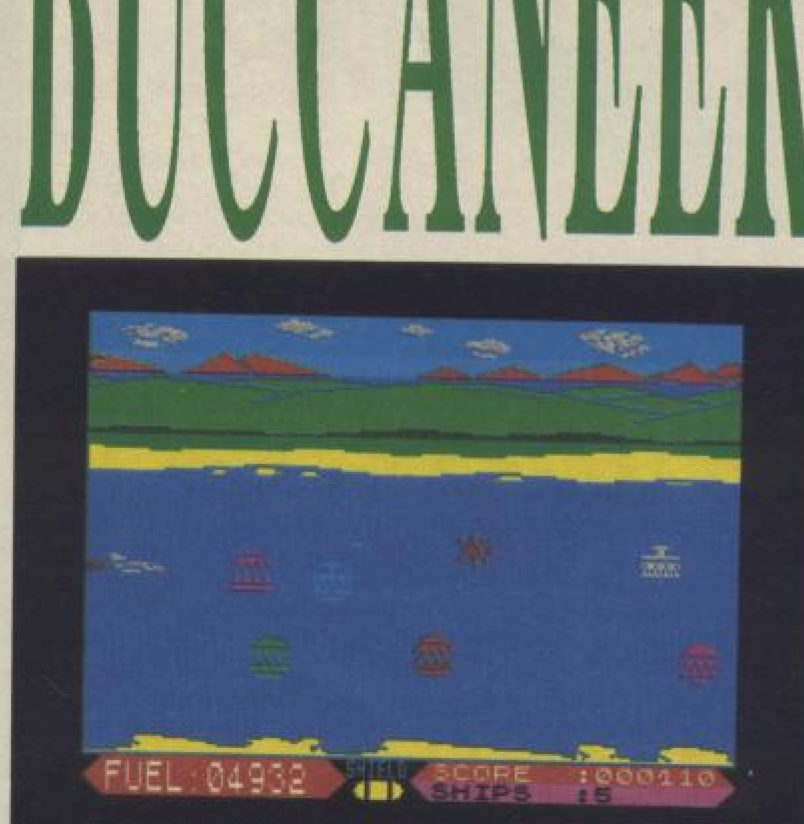
BUCCANEER

Firebird/£1.99

Chris Sideways scrolling shoot 'em ups may be flavour of the month again, but this re-released cheapie didn't get my raspberries rippling. I scream every time I see it now.

This game doesn't even warrant a budget status as all it consists of is a ship which you can move up or down the left side of the screen and wave after wave of pretty boring aliens to zap. As far as playing goes, I found that you could kill most of the waves by just sitting in one place with the fire button down. Yawn!

Graphics
Playability
Value for Money
Addictiveness
2





Any three criminals and you win a cuddly toy. These shady characters run the length of the screen to reach their van. Good thing your cross-hairs always return to just below the door. Wouldn't want to make it too difficult now, would we?

HAWK

Firebird/£1.99

Chris You could say this is something like a software industry version of a 12 inch remix of a remix. You could... but I won't. It's basically the competition version of the original *Gyron* game that was used to put the *Gyron* competitors through their paces at the final showdown. The winner apparently finished the game in 18 minutes — an amazing feat since I found it hard to stay alive for that long let alone complete the thing.

The gameplay is exactly the same as in the original — you wander round a maze shooting at towers. It's just the area of play that's been changed — there's still the smoothly moving vector style graphics which show your view down the trenches. And the cute little spinning status displays on the right of the screen. Also included on one side of the tape is an easy to follow graphic tutorial that shows you how to control the craft and what to look for in the maze.

It's difficult to know how to judge *Gyron Arena* — if you didn't like the original there's no reason why you should get off on this. However if you were addicted to the original here's your chance to see whether or not you would have stood a chance of winning the Porsche. And if you missed out first time round, then this is still a really good buy at £1.99.

Graphics
Playability
Value for Money
Addictiveness
7

GYRON ARENA



ASTERIX AND THE MAGIC CAULDRON



Melbourne House/£8.95

Rachael At last a game featuring our own beloved Ed. (*What — as a loveable, wiry, little hero called Asterix? Ed*) No, as a big, blundering, blob called Obelix.

Seems like Ed... Obelix, sorry, has kicked the cauldron which houses the first century equivalent of 6X, and if he doesn't Superglue it back together the villagers will very likely kick the can. So it's more roamin' among the Romans as Astie and Obbo go walkabout.

Let's start with the obvious. *Asterix And The MC* looks good. Big, bright, colourful graphics. Just like the cartoon itself. And it's all suitably ancient, if not positively prehistoric.

For starters, there's a long pause as each element of the picture appears. It's rather like watching a haunted copy of that venerable graphics package, *Melbourne Draw*, at work.

Then there's the question of attributes. Like I said, ancient Gaul is poster-coloured to the point of psychedelia. Asterix and Obelix, on the other hand, haven't been eating their Weetabix. You can see right through them.

But the game's crowning glory has to be its plot. Wander from screen to screen, picking up shards of pottery and biffing boars. The action takes place in a frame within a frame, and adds a *Fist* element, though it looks like the martial arts weren't so well developed in 50BC. There are lots of neat little sound effect bubbles. But, in the words of the bard, all that FX and fury signifies nowt.

Eventually you may stumble upon the occupying Eye-ties, sip a potion, sock a centurion, spend the night in jail and emerge into the arena... and the forty locations will last forever as they laboriously draw themselves.

Somewhere in here is a potentially good game. If only they could have put all those groovy graphics on a solid framework it might have been worth playing. As it is, it's a classic case of licensing a character then merely producing a load of old Gauls.

Graphics
Playability
Value for Money
Addictiveness
5

DRUID

Firebird/£7.95

Rachael An owl calls in the night. The mistletoe twines around an old oak in the clearing. Suddenly a prolonged shriek cuts the Celtic mist! Rachael is loading her Spectrum again!

While we're all currently gaunt-less, everyone is throwing down the gauntlet and producing multi-player games. Everyone, it seems, except Firebird, who doesn't appear to think that we Spectral types have friends. But more of that in a minute. Meanwhile, back in the clearing . . .

Dressed in her white robes, bewitching Rachael takes charge of Dafyd the daffy Druid and guides him through the labyrinthine woods in search of mystic caskets. A-maze-d at the fact that the trees form such sharply defined passages, there's little time to think as ghosts, ghouls and crawlies of the creepiest kind bamboozle our bearded bard.

Luckily our holy man is armed with an arsenal of elemental spells. This is a real pain in the arsenal for the supernaturals who can only hover around sapping strength and getting zapped.

But it takes a little science to survive as a druid. Some spells are better suited to certain foes than others, so if you don't want to waste time and energy, find out what swots what.



Our be-robed Rambo doesn't pack an endless supply of magic either, but by searching out a well-stacked chest he can replenish his three missile spells or stock up on specialities, such as Key or Chaos.

This is where the second player comes in. One spell is for Golem, a big dumb wandering brute who acts as minder to our hero. Big and dumb . . . oi, Gwyn, c'm 'ere! But hang on . . . the two player option isn't available on the Spectrum. You can only control Golem in the auto mode, with Wait, Follow and Send commands. Better Send boyo away and struggle on.

Nope, it just don't work! I've seen this on the Amstrad and it's a lot of fun with a friend bopping the beasties, but playing with yourself just isn't as satisfying. For one thing, you've not got time to order Golem into a suitably offensive position. It's all rather *Gauntlet* . . . but without the —let.

Quite why Firebird failed to include the two player option I have no idea. Perhaps now it's seen that the Plus Two includes two joystick ports it'll think about updating it. Because until it does, I don't wish to be ruid, but *Druid* lacks any sort of magic.

Graphics
Playability
Value for Money
Addictiveness
6

PUB GAMES (HIC)

Alligata/£9.95

Rick Honest hofficer, (hic!) ish like thish (prar-ar-p), I've been researching the background to Alligata's new *Pub Games*. You don't know the hell I've been through (brudd-dup). I've had to check the accu-, accura-, — make sure they're like the real thing.

See, Alligata has got all these games on the one tape, — I don't mean toff wine bar games like wet t-shirt compos and get the top off Grolsch bottles, but classic Brit games like what you'd play down the Rovers or Queen Vic — darts, bar billiards, dominoes, table footie, pontoon, poker and skittles. You can play them as individual games or run your total together for an aggregate score measured in pounds (green drinking vouchers to you, tosh). You can play on your tod, or with muckers, (though it don't say nothing about bears), repeatedly on practice mode or in full competition. Ish great! (Brr-pppp).

The darts is 501 straight start, best of three, (d'you really spell Oche like that?) It's easy enough to move yer arrer over the target, but there's a built-in wobble (bit like in my legs) which means more than a little skill is required. The bar billiards is brill — you have to adjust your cue ball position, cue angle and power to make a decent break, and just like in the real thing, the bar drops after ten minutes, (but it never closes. Geddit? Oh, never mind).

YOUR SINCLAIR MEGAGAME

The dominoes is boring (that's my theory) but you can cheat like hell, which livens it up a bit. The table footie is a high speed reaction and reflex game, (Don Howe just wouldn't understand) where the secret is all in the wrist action. Them guys wiv the waistcoats on and aces up their holes, should enjoy the pontoon and poker. My mate Robbie B. says the pontoon is unbelievably accurate, with stakes kept to a

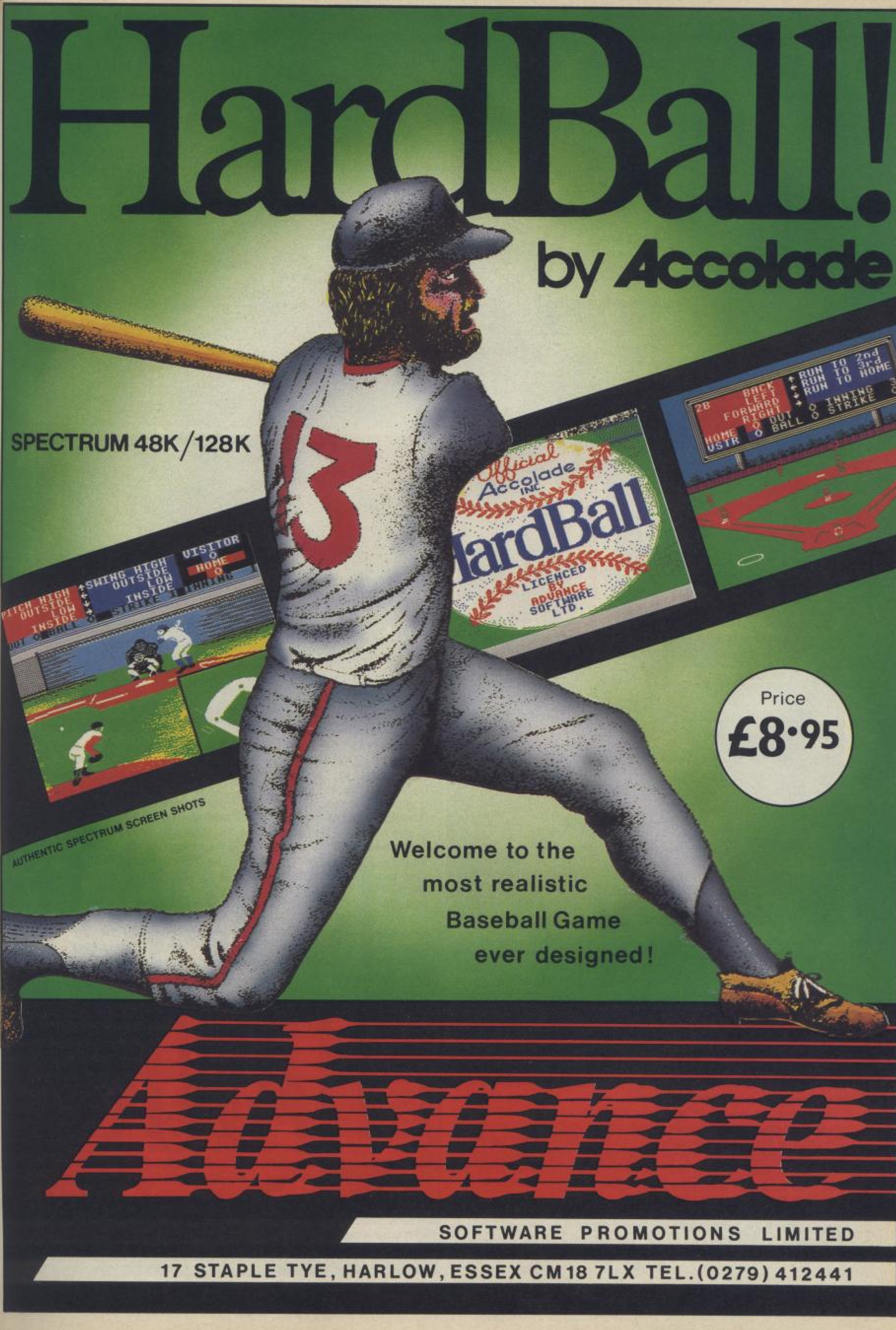


fiver so you can keep enough for when you're next in the chair. The poker's a bit bland (and some of the hands keep repeating themselves, just like me) with no chance of betting, but then the high odds hands come up pretty frequently so that adds to the glam.

An' it's all wrapped up by skittles which is a bit of a come down after the others — you just line the ball up and let it go. The pins fall down more often than me. It don't 'alf make you jump 'cos out of the blue some bloke shouts 'Strike!'. It's a shame actually, 'cos that's about all this game lacks — decent sound effects. That, and soup in a basket.

Accompany you to the station offisher! I do not require a train. Can't I stay here with my head against this nice cosy kerb. Please?

Graphics
Playability
Value for Money
Addictiveness
9



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WINTER GAMES 128

US Gold/£8.99

Rachael Remember the blizzard of winter sports games early this year (*Blizzard! Two of them? — Ed*) What's wrong with a bit of poetic license? Well, this was the good one and its expansion to 128K has done no harm either.

I actually have a sneaking regard for *Winter Games*, because on the whole it avoids the slippery slope (geddit?) of pure joystick jiggling and goes instead for timing. And as we all know, it's not just how fast you quiver your Quickshot that counts.

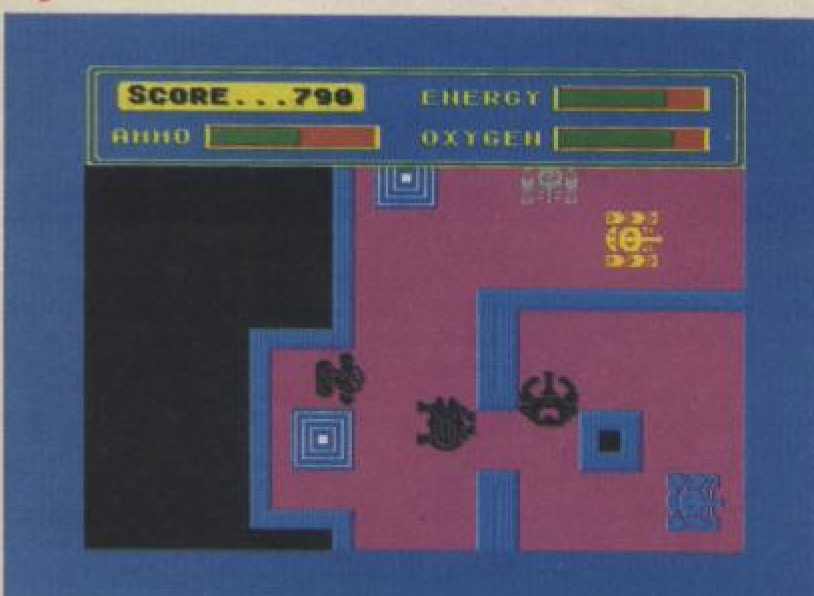
Even the speed skating is less a question of wild waggling, calling for a more rhythmic pace. White noise swooshes as you shoot the curves in your bobsled (Well mine's called Bob — what do you call yours?) And when it comes to creating your own free skating displays — move over Torville and Dean, Rachael's comin' thru.

As well as packing all of this activity into one load, US Gold has improved the music. There's a Jaws style pulse before you set off down the ski slope and a bit of Bach as you glide around the ice, perform a triple axel, a double lutz and a singular klutz that leaves you flat on your back.

Maybe sports simulations are last year's thing and it won't be cool to be seen with *Winter Games*, but if you've just availed yourself of one of Uncle Alan's Plus Twos, get piste. (And if he ever brings out the Plus Four, buy yourself a golf simulation too!).

Graphics
Playability
Value for Money
Addictiveness
7

CAPTAIN KELLY



Quicksilva/£8.95

Chris Has anybody here seen Kelly? K,E,LL,Y... well never mind, I remember the song anyway. And on the subject of Quicksilva's new release *Captain Kelly* — I wish I hadn't seen it!

You play the part of an interstellar delivery driver who's got to pick up spaceships from one part of the galaxy and drop them off somewhere else, presumably hitching a ride back to cash in on expenses.

On this particular job, though, the ship you have to deliver has a few things wrong with it such as marauding homicidal robots and the like. It's up to you to rid each of the seven levels on the ship of rampaging robots and regain control.

All the action is seen in plan view and pretty uninspiring it is too. As far as I could see it looked rather similar to the tanks game on the original Atari VCS, except that it doesn't have bendy bullets. The basic shoot 'em up theme is jazzed up a bit by the fact that you have to keep rushing round the ship in a wild frenzy to try and recharge your laser and your energy. But even this does nothing to add to the excitement any.

Unfortunately *Captain Kelly* isn't even saved by the graphics or sound. All I can say is take it away Capt'n 'cos I certainly don't want it!

Graphics
Playability
Value for Money
Addictiveness
4



BLACK HAWK

Sparklers/£1.99

Rick The game with more padding than an LA Raider — Wagnerian music, five screens of intelligence reports, memos from strategic planning centre — and none of it helps you play the game. Don't you get nostalgic for the good old whizz bang days of *Space Invaders*, when all you had to do was prang the cabbage crates out of the cosmos?

Beneath all the baloney of *Black Hawk* lurks a sound shoot 'em up, which, amidst all the adrenalin pumping carnage, requires a cool head and no little strategic planning. *Black Hawk* is the most sophisticated fighting plane of all time, its main resource being its computerised attack systems. Its mission is to destroy enemy missile launching sites and airfields — the ultimate target being the runway on mission eight, but you'll only get this far with the successful completion of the previous seven.

So if you don't want to be left wallying about on level one you have to successfully employ both your attack and defence screens. During the former you can attack crucial stationary targets with your missiles but you must also zap moving targets (wot can also zap you). Let any of these pass by and out the bottom of the screen and you'll go on to the defence screen where you'll have to use your cannon. Although you can defend your three lives nothing annihilated will count toward your OTPF (on target percent figure) so it's crucial not to miss hostile targets while on attack mode. The better the OTPF figure acquired, the better weaponry you'll be given and so a greater chance of victory. You can get anything from more cannons, to Blitvigs which marmalize all on-screen targets. Or, for that 'once in a mission' feeling, try Wild Weasel which'll make you invulnerable for a whole five seconds. With only two skill levels, Rookie and Honcho, you'll have to learn fast or die fast if you want to be Top Gun, up there with the Fly Boys.

All in all a pretty good shoot 'em up that's well worth the price.

Graphics
Playability
Value for Money
Addictiveness
7

HEH HEH HEH



Haylp! Haylp! Faw thuh last tahm. Haylp!
Heh heh heh!
Why are you being so cru-el, you foul cur! Unhand me, sir, set me free, you cad!
You have no choice but to pay me the Four Pounds and Ninety-five New Pence you owe me for the *YS* Binder . . .
I cayn't!
Oh yes you can, Sweet Caroline. Let me ripple your raspberries . . .
Haylp! Leave mah ice cream out of this, you swine. You Pee-ug!
Heh heh heh. Let me peach your melbas . . .
(*diddle-liddle-um, diddle-little-um . . .*)
Ooooooooo, do thayt again . . . Ooooo, okay, you've convinced me . . . (sigh)

Please rush me .... *YS* Binders.



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THRUST

Firebird/£1.99

Rachael Have you ever been picked up by the fuzz? No, but I've been swung around by the pods.

The resistance is about to launch an attack almost as offensive as that last joke, and though they've captured the all powerful battle-grade starships, they've not got the all important Kylstron Pods... which is why they walk that way!

What resistance, you ask? Well, the plot inside the packaging fails to fill you in on that minor detail, but this is a budget game so you can't have everything. Just presume that they're good guys and take on the mission.

What little you can winkle out of these muscle-bound clams is that there are limpet guns that rock the pool, so don't be shell-fish about the crustaceous puns... you sea, they shore are relevant.

There are batteries of blasters protecting the planets, but you're every ready to take them on. Or maybe you'd rather wreak havoc with their power supplies. Shoot the reactors and you knock them out for a while, but too many hits only lead to a Cher-noble sacrifice as the atomic piles go up in smoke, which is a real pain in the posterior.

So here goes nothing as you let fly with the lead shot until you can safely hover over a pod and make like a farmer with your tractor beam. Then it's time to leg it for a few feet as you pay out your toe rope and up, up and away into space. Deal the death blow to the reactor as you go for a mass destruction bonus.

Level after level it continues... getting harder and harder as you thrust away, penetrating the planets' caves, spurting laser death at the domed defences. And there's only one thing about this game that is an anti-climax. It's bugged!!!

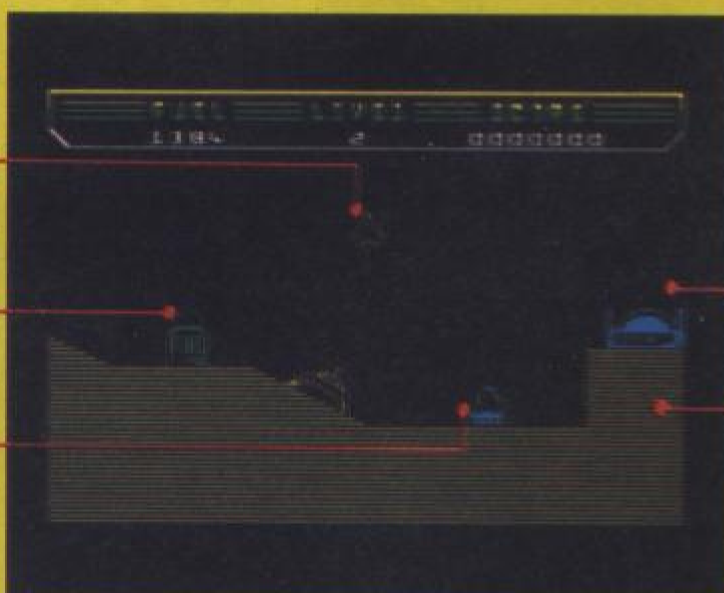
Yes, *Thrust* fails to get a megagame rating because pressing too many keys at once causes it to crash, and the high score table doesn't always work. Still, Firebird seems to like the odd bug, even in its full price releases... remember *Elite*? So, if you promise to be careful where you put your fingers, all I can say to you is, More thrust, Spotty!

Graphics
Playability
Value for Money
Addictiveness
8

If I felt a little boulder I'd say Asteroids, as that's the obvious inspiration for your craft, which has controls to rotate right and left. Guess they could have called the game Spin!

Any fuel can see the use of this can. Shooting it for a small score is simple, but hovering over it to pick up muchos points calls for skill.

Easy pea-sy says you, as you see the pod. But you'll be a has bean if you don't do a runner once you've picked this, mes petits pois.



Damaging the domes is a damn good idea if you want to stop the shots for a while. But on an easy level like this it's better just to knock out the gun itself.

Though the landscapes are simple in the extreme, they're just right for this sort of arcade game. Hey...anybody else out there remember the Vectrex games console with its vector graphics?

Keep an eye on the fuel and sup those supplies, because there ain't no service stations for seventy thousand light years. And don't go in for fancy acrobatics, which guzzle the gallons.

Inconveniently placed round the mouth of the cave, you'd normally blast these on the way in. Disabling the radioactive doo-dah on the surface of this level, for a while, doesn't do any harm either.

Swinging time for Klystron's but that pendulous playload has all the potential of a pendulum to put you off course.



Nobody gets out of here alive! Keeping on the straight and narrow on the way down isn't too bad, but with the pod in tow you'll have to watch for the walls.

This isn't a game to rush into. You'll need minimal rotation and thrust adjustments to keep on course. Try to prejudge the parabola of that pod so you can counteract its momentum.

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Bloody Hell!

in suffocating heat. Suddenly you hear the noise of scrabbling claws and feel a drip of hot gooey saliva run down the back of your neck. Then it starts. . .

You writhe in agony, your body convulsed in pain and terror as your stomach begins to move rhythmically with a life all of its own. You thrash wildly, unable to scream when suddenly. . . you realise you really shouldn't have eaten that fifth quarter pounder at lunchtime.

Everyone remembers that really, really disgusting bit in the film *Alien* where the Kentucky fried chicken bursts out of crew member Kane's stomach as he writhes in agony, his entrails spurting out blood. If you thought that was bad you want to go and see the new sequel, *Aliens* — yeeurch! Or even better get your hands on a copy of Electric Dreams' new game that's based on the film. And if that isn't revolting enough for you what about an *Aliens* T-shirt with a real life alien bursting bloodily from the stomach — gory or what?

And you don't even have to blast an alien to bits to win one of these spine-chilling prizes! No, as usual we've made it dead easy for you — all you've got to do is fill in the bubble on the picture taken from the film *Aliens*. But make sure it's either witty, wacky or wild. When you've done that just fill in the coupon and let rip with the page, or a photocopy and send it to The Most Disgusting, Revolting And Gruesome Compo Ever, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

RULES

Aliens from Sportscene Specialist Press (have you seen the Ed?) and Electric Dreams are not permitted to enter this competition.

Get those entries in by 31st December or you won't have a chance of being seen dead in an *Aliens* T-shirt.

You'll need more than guts if you're gonna get into a ruck with the Ed.

Name ....

Address ....

....

.... **Postcode** ....

YS Adventures



Illustration: Bucket

It seems about six million readers are stuck at the start of *The Boggit*, unable to get out of Bimbo's door, which more or less limits you to going to the toilet, which can get a bit boring after a while. So, for everyone who wrote in about that, here goes: it looks like a lot of you are failing first of all to simply examine the door, which reveals that it has a combination lock. Obviously you need a combination to open it. If you TSEHC BMILC you'll find something which has lots of dates in it. Doesn't take a genius to work out that one of these might be useful, so simply try them in turn, entering the numbers in one go (for example, 51265 if the date is 5/12/65). Once you've learned the right combination, you can just type it in at the start of the game without going through the rigmarole of examining the door and finding the object again.

From Bimbo to Bilbo and **Jonathan Winfield** of Bedford who recently started playing *The Hobbit* again after re-reading the book. Trouble is, he can't get into the barrel in the Elvenking's cellar, even after the butler's drunk the wine. It should be a simple LERRAB OTNI BMILC, Jonathan. Anyone know any reason why that might not work?

A complaint from **Pete Erskine** of Colchester who couldn't get anywhere with John Wilson's Digi'T'ape adventure, *The Secret Of Little Hodcome*. He said he'd tried about 500 inputs and has so far discovered just two locations. His final input was NAIL JOHN WILSON'S NOSTRILS TO THE GATE, and then he gave up. He reckons there'll be severe trouble next time he and his Kawasaki are passing through Little Hodcome. Anyone with similar feelings should contact the author himself at 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX. And it's Mr Wilson who provides me with this month's example of an impossible input. In *Claws Of Despair* to pass the Fire Room you have to DISBELIEVE ILLUSION.

Several readers have obviously bought the re-released *Valkyrie 17*, the commonest question being how to pay the hotel bill in order to get out. The answer to that for everyone who's asked: TNOD OUY. It's the old WODNIW EHT FO TUO STEEHS DETTONK routine, but don't jump to conclusions as to which WODNIW it is.

Malcolm Bennie of Glasgow says that the commonest problem he sees asked about *Ground Zero* is to do with finding the cupboard in the hall just outside the living-room. Though it doesn't appear in the description, in this location you OPEN CUPBOARD to find something extremely useful indeed.

Adrian Kennelly of Huddersfield is stuck in *Urban Upstart* — almost literally, as he keeps sinking in the mud on the building site. He also wonders where the airport is, and how to get into the deserted house. Well, concentrate on the house as in there you'll find something to help you with the mud, and that'll than help you locate the airport. To get into the house? Before you try to open the door you need KLIM KNIRD DNA DOOF TAE.

Just up the road from Adrian in Leeds is **Peter Bates**, who's trying to set up a helpline club though so far he's only managed to round up three members. Well, there's a lot of competition, Peter. Maybe starting a local adventure club might be easier, but anyone interested contact Peter at 21 Bedford Gardens, Tinshill, Leeds LS16 6DH. Meanwhile he suggests a few things you can try typing in Delta 4 adventures. In *Bored Of The Rings* there's FERGUS, MANDY, JUDITH, JON and CHRIS, and in *Robin Of Sherlock* there's MENTIONS in part one and MENTIONS, JUDITH, FERGUS and MANDY in part

three. I'm thinking of writing another adventure about Robin, in which he falls into a vat of varnish. It'll be called *Robin Of Shellac*. (*Groan! Ed*)

Graham Carling from Peterborough wants to know what he's trying to establish in *Robin Of Sherlock*, and the easy answer to that is to send an sae for my freebie on that adventure. In *Robin Of Sherwood* he wants to know where to find the thief. SEHSUB HCRAES south of Leaford Grange, and if Marian is with you you should find a new location, in which you'll discover a thief-type person. Finally, Graham asks where is the final object, Grimnir, in *Valhalla*. I like these easy questions! To give a simple answer, it's in Ecstacy, not a million miles from the location where you start the game.

Lee Hodgson of 54 Church Street, Tewksbury, Glos. GL20 5RZ couldn't wait to win a *GAC* in our compo so he bought one. Now he thinks he's reasonably proficient in using it, but is not so good at coming up with advénture ideas and storylines. He'd like to hear from anyone who is good with stories but not so good with *GAC*, with a view to collaborating. Contact Lee if you're interested, especially if you live near him. And thanks for the *V. Big Cave* clues, Lee.

On the subject of *Very Big Cave* I've been asked if it's possible to complete the text version of *Space Invaders*. Not only is it possible, it's essential! Keep plugging away at the LEFT-RIGHT-FIRE routine till you get somewhere. A few readers have also asked what the hairy figure in part two wants, and the answer is a round black disc with a hole in the middle. Is this a record? **Andrew Sawyer** from Winsley wants to know how to open the clam (MALC YMMEJ), how to contribute to the plate (ETALP FO ECEIP A EVIG) and use the utility belt (ETANOBRACIB LAID/TAUQARAP LAID). He also asks if you can use the sponge for anything (WONK TNOD I). **Ken Hansen** says that if you think the swear-word routine in part one is funny, try swearing again in part two.

Help also needed by **Bill** of no surname from Dunleary, Co. Dublin, who's stuck in *The Mural* from Fourmost Adventures. First questiion is how to get the coupon from the New Orc Times. Make sure you're carrying the scissors and type TUO NOPUOC. Where is the paint and brush? Just the brush will do, I think, for which you need to EPOLEVNE TSOP. You might also try getting into the bucket and the postbox.

An anonymous reader writes from 2 Longridge Avenue, Lambton, Washington, Tyne and Wear, just begging to be a Kind Soul. Maybe next month. Meanwhile, your horse trouble in *Sinbad* can be dealt with if you ESROH OOSSAL then ESROH EDIR. In *Zzzz* you get the bucket by digging and lifting and digging and getting. To catch the bus you need to NGIS TCERE then SUB POTS.

Matthew Hunter from Wisbech asks lots of questions, including wanting to know what use the genie has in *Sinbad*. At the start of part two, EXA HTIW PMAL TIH when the genie appears. How to get through the doors in *Se-Kaa Of Assiah?* ROOD EDILS. How to make the chicken lay an egg in *Seabase Delta?* MUG HTIW ELBBUB WOLB.

Arthur Simons reports that he received lots of help after appearing as a *Lost Soul*, and thanks for sending me the help sheet on *Barsak The Dwarf*, Arthur. Or ½er, as he prefers.

Finally the perfect example of how to get on my wrong side. **Philip Hendry** writes asking for a freebie without enclosing an sae, and to add to the cheek he calls me Death's Door! However, I'll forgive him as he comes up with the interesting information that if you type WHY in *The Boggit* you get the answer '42'. And why not indeed?

News

Nothing adventured, nothing gained. Mike Gerrard's your man.

This month a letter arrived in a BBC envelope. What could it be? An invitation to appear on *Wogan*? Dirty Den stuck in the Goblins' Dungeon? No, 'fraid not, just news of the "Adventure SOS" column recently launched on Ceefax in the computer section, *Next*, on page 266. You might wish to twiddle your remote control and tune in, though as it's updated only every three weeks there are quicker ways of getting your questions answered...so be sure to stay tuned to *YS* as well.

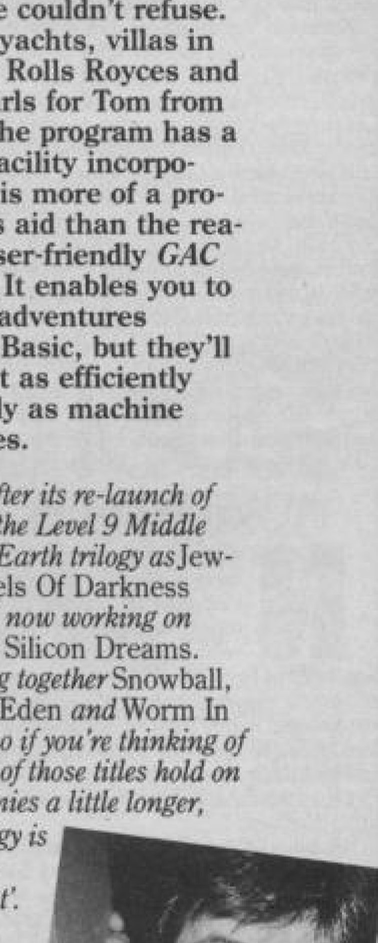
In order to publicise its adventure-ish game based on The Archers, *Mosaic took a sheep to the PCW Show in September. Makes a change from the usual turkeys. Eddie Grundy and Jack Wooley also made an appearance, two of the characters who feature in the game, along with Nelson Gabriel and Elizabeth Archer. You take the part of the story editor, and your decisions affect the development of the plot. Will you cope with the memos from the Controller of Radio 4? Can you make Eddie Grundy have an affair with Nelson Gabriel? Who gets to play the part of the sheep? All this and less will be revealed when the game is actually released.*

Several letters of complaint came in during the summer from readers about The Adventurers' Club Ltd, who'd sent out no dossiers since April, and were no longer answering the phone or replying to letters. One reader was also waiting for the arrival of some software he'd ordered. Honorary President Pete Austin of Level 9 then wrote to disassociate himself from the club, and it certainly looked like we'd seen the last of our dossiers and subscriptions. Latest news is a letter from MD Henry Mueller in September, with talk of lengthy take-over battles that makes the club sound like ICI or IBM. It promised, however, that normal service would be resumed at the end of October, with the next dossier due out then. It's up to the club now to prove to existing members that it's on the level, before I'd recommend anyone sending any more money its way.

The Secret Of St Bride's, *incidentally, is about to be translated into German. For sale in Germany, that is. The English version has done so well that a translation is being done by Manfred Kleimann*

CRL is also releasing *The Adventure Builder* on its new budget range called Alpha-Omega. Games will be on the Omega label, utilities on the Alpha one. *The Adventure Builder* is therefore Alpha, and costs £4.95. It's written by faithful *YS* reader Tom Frost, who marketed it himself for a while, till CRL made him an offer he couldn't refuse. So it'll be yachts, villas in Mustique, Rolls Royces and dancing girls for Tom from now on. The program has a graphics facility incorporated and is more of a programmer's aid than the reasonably user-friendly *GAC* and *Quill*. It enables you to construct adventures mainly in Basic, but they'll run almost as efficiently and quickly as machine code games.

After its re-launch of the Level 9 Middle Earth trilogy as Jewels Of Darkness *Rainbird is now working on bringing us* Silicon Dreams. *This'll bring together* Snowball, Return To Eden *and* Worm In Paradise, *so if you're thinking of buying any of those titles hold on to your pennies a little longer, as this trilogy is still 'under development'. I've seen a picture of the box, though you probably need a Lenslok before you're allowed to open it.*



ADVENTURERS INTERNATIONAL

My first letter from a Malteser! Yes, from **Silvio Abela**, 72 Hal-Bajjada str, Rabat, Malta, and he asks me to print some of his letter to prove that I answer everyone. Not quite sure how it does that but never mind, Silvio's asking for help on *Espionage Island*, which I can't give him: how to communicate with the native woman, where to go when you've killed the guard and what does the graffiti on the table means. He's also having trouble with *The Hobbit*, getting rolling drunk in the cellar and killing Gandalf, Thorin and Elrond when they all refused to help him. I've suggested he start behaving himself if he wants to get anywhere with that one.

Paulo Mendes wrote from Portugal with an assortment of queries. In *Sherlok*, to open Basil's safe without being killed you must: THGINDIM REFTA LLIT TIAW. To get out of the dungeon at the start of *Robin Of Sherwood* is a real headache, and I'm going to print that one forwards (I just get these reckless urges sometimes): STAND ON PRISONER, EXAMINE GRATING, GRAB LEG, STRANGLE GUARD, EXAMINE GUARD, GET SWORD, UNDO BOLT, OPEN GRATING, GO OUT. Sometimes you fall, but if you do just STAND ON PRISONER again. In *Rebel Planet* the sewer cover you're trying to get off might not be the right one. ENOHP OTNI KSID TRESNI to discover another then TOTCARTLED ESU on that one.

Two letters from Holland, one from **Peter Pijnacker** asking for freebies, and I mention that just because I like his name, the other from **Ben Maas** thanking me for a previous mention which resulted in him making three new Sinclair friends in Holland and a few in England too. Thanks for the solution to *Eye Of Bain*, Ben, and as to your questions on *Temple Of Vran* my suggestions are: get an axe, chop a tree, get a club, kill a wart and hit a door.

Slowly heading north through Europe we reach **Bjorn Holmgren** of Topasvägen 32, 240 21 Löddeköpinge, Sweden. Bjorn offers help on *The NeverEnding Story, Urbän Upstärt, The Hobbit* and *Eureka*, all of which he's sölved, and needs help in return. In *Red Moon*, how to cross the red line: TUO TI BUR. In *Golden Baton* how to sail the lake: DEDEEN TFAR. In *Gremlins* how to cut the mailbox: TSRIF THGILHSALF EHT TSOP.

Karsten Weldingh of Denmark mentions a bug we've already had on *The Price Of Magik*, but worth a repeat (well the BBC does it all the time). If you're killed in a monstrous fight, enter RESTORE to go into the Lenslok routine and input three wrong codes. This puts you back where you were but with high stamina points. I only mention this out of interest, I'm sure none of my fine upstanding honest trustworthy readers would try doing that....would you?

Finally to the frozen north itself, and **Bjarki K. Petersson** of Skerjabraut 9, 170 Seltjarnarnes, Iceland. Bjarki, whose address looks like its already written backwards, asked for help on *The Helm*, — what to do with the Psyak (HCROT ENIHS) and with the Griffin (EPIWOLB ESU) and he also sent in a cartoon showing my steaming reaction to being asked for help on an arcade adventure. Apart from not quite capturing my handsome features to perfection, it was very good. And if I knew the Icelandic for 'Ta muchly, squire' I'd say it.

KIND SOULS

Not so many *Lost Souls* this month, so there's room for a bumper collection of kind-hearted creatures, but I'll have to repeat yet again that you should always send an sae if you're writing to any *Kind Soul* offering help. Some readers still aren't bothering, and while you might think it's okay 'cos you're only sending one letter, think of the person at the other end who might be receiving dozens of requests for help. I don't want my *Kind Souls* becoming *Poor Souls*, so never forget that sae, and overseas readers an International Reply Coupon.

You can still be a *Kind Soul* even if you're only offering help on one adventure, like **Richard Baker** of 16 Leckwith Rd, Canton, Cardiff CF1 8HL, who's solved *The NeverEnding Story* and will help on that. How he finds time to play adventures will all those TV programmes to introduce I'll never know.

Another adventurer who admits to modest successes, but is still willing to share them with others, is **Wren Bull** of Ty Loch, Llanddarog Rd, Carmarthen, Dyfed SB32 8BP. Write to Wren if you're stuck in *Ship Of Doom* or *Mountains Of Ket*.

Now let's make use of this extra space by mentioning those who've polished off tons of titles, and are taking their lives in their hands by offering to help readers on any of them. Like **Philip Hancock**, 144 Charlemont Road, East Ham, London E6 4HE, who at the last count had notched up: *Golden Baton, Perseus & Andromeda, Time Machine, 10 Little Indians, Arrow Of Death I, Circus, Wizard Of Akyrz, Feasibility Experiment, Waxworks, Hobbit, Ket Trilogy, Gremlins, Invincible Island, Inferno, Urban Upstart, Bored Of The Rings, Eye Of Bain, Hampstead, Seas Of Blood, The Golden Apple, Robin Of Sherwood, Robin Of Sherlock, Lords Of Time, Mafia Contract I & II, Terrormolinos, Message From Andromeda, Subsunk, Jewels Of Babylon* and *Heroes of Karn*.

I don't know how **Harvey Lodder** finds time to write adventures when he's so busy solving them — watch out for a review of his excellent (or should that be eggsellent) *Quest For the Golden Eggcup*. But the ones he has solved, including a few arcade interlopers, are: *Hobbit, Bored Of The Rings, Espionage Island, Velnor's Lair, The Thompson Twins Adventure, Snowball, Red Moon, The Hulk, Planet of Death, Inca Curse, Waxworks, Herbert's Dummy Run, Hampstead, I.D., Super Spy, System 15000, Everyone's A Wally, Pyjamarama, Shadowfire, Enigma Force, Max Headroom, The Sorcerer, Subsunk, Mindbender, Staff Of Zaranol, Spyplane, The Curse, Magic Castle, Devil's Island, Diamond Trail, Barsak The Dwarf, Africa Gardens, Terrormolinos, Lord Of The Rings* (tape I) and *Quest For the Golden Eggcup*. What's that last one again?? Well I should hope you *have* solved your own adventure, Harvey! But anyone stuck in it, or in any of the others, write to 35 Shelley Avenue, Bullbrook, Bracknell, Berks RG12 2RP.

Finally, I've had a letter from a loony. Well he must be a loony because he says not enough readers are writing to him asking for help, so can I do something about it by printing a list of all the adventures he's solved? So I hope you'll do your best to help me keep this nutter quiet (for a few weeks at least) by writing to **James Elliott**, 266 Carseview, Tullibody, Alloa FK10 2SU if you've any problems on: *The Hulk, Spiderman, Robin Of Sherwood, Gremlins, Sorcerer Of Clamorgue Castle, Adventureland, Secret Mission, Time Machine, 10 Little Indians, Arrow Of Death I, Return To Eden, The Boggit, Bored Of The Rings, Robin Of Sherlock, Tower Of Despair, The Fourth Protocol, Shadowfire, Enigma Force, Sorderon's Shadow, Lords Of Midnight, Doomdark's Revenge, Runestone, Subsunk, Seabase Delta, Twin Kingdom Valley, Kentilla, Mountains Of Ket, Temple Of Vran, The Final Mission, Hobbit, Lord Of The Rings, Sherlock, Hampstead, Terrormolinos, Dun Darach, Heavy On The Magick, Urban Upstart, System 15000, Jewels Of Babylon, Heroes Of Karn, Warlord, Forest At World's End, Message From Andromeda, Mindshadow* and *Valkyrie 17*.

As you can see, James isn't really a very good adventurer, so if you can offer him any tips as well when you write I'm sure he'd appreciate it.

LOST SOULS

Fewer *Lost Souls* this month, and the first one, **Mark Thomas**, isn't even totally lost, it's just that he's completed 95% of *Mafia Contract II* and wonders where the remaining 5% comes from. Any Mafiosi out there to tell him, at 47 Elford Crescent, Colebrook, Plymouth, Devon PL7 4BT?

Penny (no surname) is going off her rocker at 1 Larch Close, Woodingdean, Brighton, East Sussex BN2 6TT. Before she's separated from her rocker completely, does anyone know how to open the hourglass in *Runes Of Zendos*? I know what kind of adventure that is, but I'll always bend a rule to help a lady.

A bit of grovelling from **Stephen Folly** to get himself in these pages, wondering how to get past the enchanted door and past the rabid rats in *Sorcerer Of Claymorgue Castle*. Clues to 11 Hatch Lane, Harmondsworth, Middlesex. **Paul Dixon**'s tired and desperate, he reckons, being a beginner at adventure games and unable to get very far with them. Amongst Paul's problem games are *Spiderman* and *Holy Grail*, for which I can provide solutions in exchange for an sae, and *The Shrewsbury Key*, in which he's stuck at the start beside the 22.30 train (CLIMB ABOARD, Paul). But if anyone can tell him to get out of St Bride's, write to Paul at 98 Somerset Road, Norton, Stockton-on-Tees, Cleveland TS20 2ND.

Ricardo Mapp seems to appear in this section so often that I'm thinking of charging him rent. This month's problems are in *Moron* (how to get the penny and escape the escape room) and *Return To Ithaca* (how to remove the sword from the fire). Send your Mapp-Aid to Ricardo at 10 Chaffinch Drive, Chelmsley Wood, Birmingham B36 DGH.

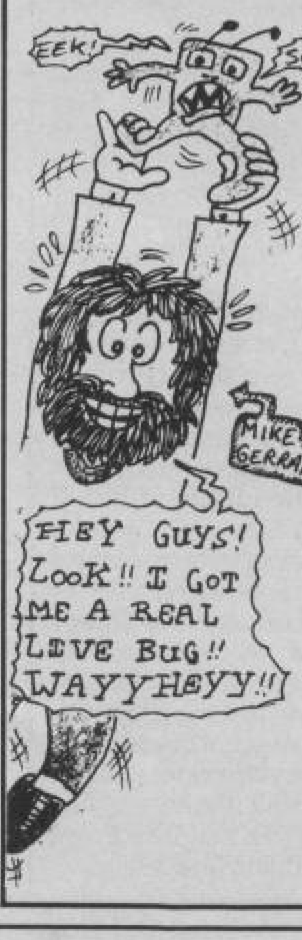
And finally I'm relieved to see there's a Scotsman who's actually stuck in an adventure. . .well, in several, which is even better. And there I was beginning to think they were all superhuman adventurers. **Gary Collins** is human like the rest of us, and stuck in *Souls Of Darkon* (how to get the crystal after zapping the robot), *Zacaron Mystery* (how to get the rabbit) and *Zzzz* (stuck all over the place). De-stick Gary at 14 Deanpark Square, Balerno, Edinburgh EH14 7LN.



The aptly-named *Claws Of Despair* from Players Software has provided this month's bugs, courtesy of Mark Thomas from Plymouth and John Wilson from Rochdale. Bugs in the plural note, as this adventure is apparently riddled with them like woodworm in an old wardrobe.

If you rescue the woman she thanks you and gives you a flagon of wine...but no flagon of wine appears. If you HIT DOOR it not only results in you opening the door but it transports you back to the hall from some other locations. You're told that SAY THGI should do something, but it never does and you can complete the game without it. Finally (though there are others), you can kill the guards without having to carry a weapon, and you can cut hair without carrying anything sharp.

Definitely nominated as a bug of an adventure, that one.



It's his hairyness chasing a bug around a game. Caught in the act by Krazy Kez Gray, of Warrington.

VEST END GIRLS*

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At last, after all your requests, here's what you've been waiting for. A full-colour piccy of the YS team? Nope. Better than that — it's the brand new YS T-shirt. Now you can look just like this Mötley Crüe — though fortunately, it's not obligatory.

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(AND BOYS)



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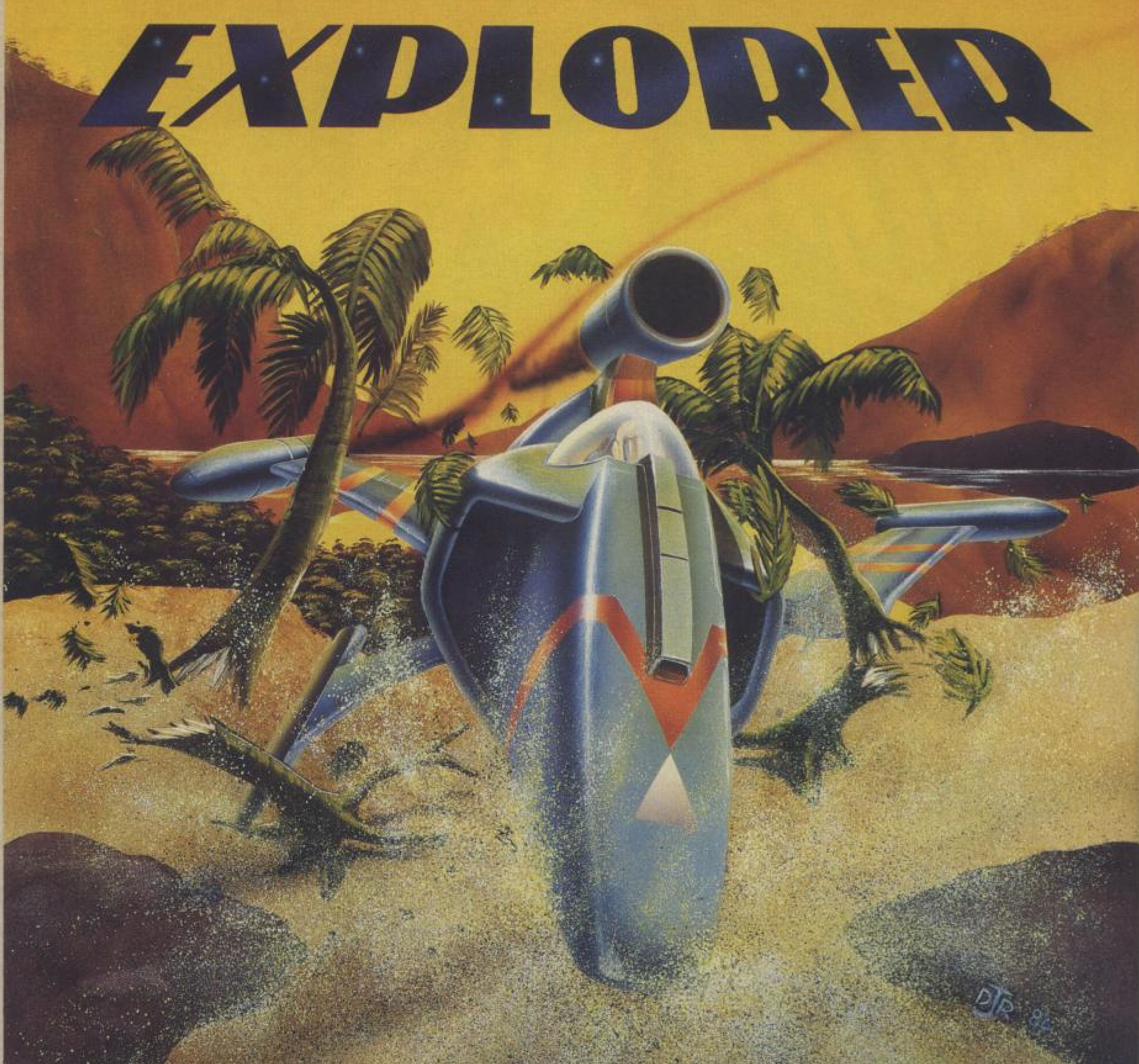
If you haven't already played it in the arcades then you're in for a *real* surprise – if you have then you'll be going Mag Max to load it into your micro.

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FANCY A Quickie?

So many adventures, so little space to review them in. 'Bout time we caught up on the backlog then. So, out with the magnifying glass and on with the show . . .

Seems to me that there's someone writing a Spectrum adventure in every house in the land, and eventually they'll all end up in my in-tray. The adventures, that is, not the people. Actually the in-tray's a cardboard box but it's still stuffed up with jiffy bags and I've decided it's time to do something about it, even if each adventure only gets a quick once-over.

First out of the box is **—Dome Trooper,** £2.95 from Matand Software, 29 Moorland Road, Mickleover, Derby DE3 5FX. It's got a well thought-out storyline set in a future where most people live in domed cities, except for rebels who live in the vast deserts around them. Instead of being on the side of the rebels and out to infiltrate the city, you're a dome trooper — your job is to find what the rebels are doing and stop them doing it!

There's a nice use of graphics, and I especially liked the cute robot and the buildings with flashing Coca-Cola signs. Even so, it's a pity the pictures are so constantly re-drawn, and the numerous spelling mistakes don't help either.

Just inside the city walls there's a transporter disk to take you to any of the city's six levels, each with different functions, the most interesting and dangerous being Level 4 where the people live. As a dome trooper you're not very welcome there, and you'll have to decide what to do with the various characters you'll meet.

If you prefer your adventures to be a bit more light-hearted try **The Quest For The Golden Eggcup,** written by Harvey Lodder and Paul Cook and available for £1.99 from Harvey at 35 Shelley Avenue, Bullbrook, Bracknell, Berks RG12 2RP. Some people try to be funny and fail dismally, but not in this adventure. Though it's got lots of in-jokes and characters like Dandalf and Thoron wandering around, it's all wittily and originally done.

You've been mown down by a Pink Panther driving a pink C5, and you awake in a Golden Temple to be greeted by God, no less. He promises to reincarnate you if you bring him back his Golden Eggcup, which it seems someone has poached. As you move about, God reappears from time to time, and even sits down and starts singing about gold. The game is Quill'd, though you'd never guess it with the pleasant cyan background and neat white block of location description at the top of the screen.

Make a thorough search of the heavenly areas (don't forget the rubber duck) before you climb down the beanstalk to more mundane places — a sign at the bottom of the beanstalk gives the opening hours of God's Temple (closed Sundays, half-day Wednesdays) and you're unlikely to be able to get back up again. I like the high-powered beans, which have quite an effect so watch who you give them to, and the swear-word routine is very nicely done. Just when you think it's safe to swear and you know how to get out of the dungeon, the routine changes. Enough to make you swear again. Worth every penny of its £1.99, this one.

Wish I could say the same for **Shrewsbury Key** from Players at the same price. Your aim here is to travel from York to Shrewsbury and find the jewel-trimmed treasure chest hidden in the abbey church. You begin outside York station and must first do exciting things like examine a rubbish bin and buy a ticket, the major problem initially being the fussy vocabulary. Finding yourself with a train to catch, what command would you enter? GET TRAIN, CATCH TRAIN, ENTER TRAIN, GO TRAIN, ENTER CARRIAGE, ENTER DOOR... something along those lines? No, what the program wants is CLIMB ABOARD, which took me quite a bit of finding. The train's about to leave, but if you type WAIT before you SIT DOWN you fall over and break your neck as it moves out. Ho-ho-ho, end of game. Football hooligans climb aboard and you all get flung off at Huddersfield, and from there you should be able to get to Oldham, Stockport and Manchester. The game comes across as a pale imitation of Urban Upstart, and even a British Rail train journey's got more excitement than this adventure.

Better by far from the budget chappies is **Moron**, not from outer space but from Atlantis, also £1.99. Can you teleport aboard a Moron spaceship, find the three missing Pillars of Time and teleport back to earth again? You've a RAMSAVE facility to help you, graphics (which are generally good) can be on or off, and even the HELP command occasionally works. Once you've activated the teleport and reached the ship's flight deck, you find a variety of coloured buttons, that perform different functions... Okay, so one of them's bound to self-destruct the ship, but with RAMSAVE that's not too annoying. The ship itself has three levels, each of them fairly large, and as your oxygen and torch batteries don't last very long you have to make sure you locate the replacements for each as you explore. Finding the fuse to fix the lighting system would help as well. You'll encounter friendly robots and cuddly droids, also not-so-cuddly wolves, though goodness knows how they got on board. No matter, the whole thing gives you plenty of exploring and plenty of fun.

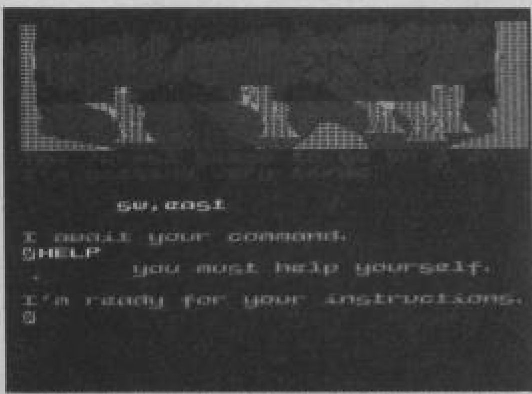
All manner of creatures rear their ugly heads in **Futurezoo** from Clwyd Adventure Software, 14 Snowdon Avenue, Bryn-y-Baal, Nr Mold, Clwyd CH7 6SZ. At £7.95. it's a bit pricey because there's lots of good budget stuff around, but it does come with a booklet and is a two-part game, though it's text only. The text is good, though, with detailed descriptions of the various life-forms in this 22nd century Whipsnade. Most of them could do with a bit more supervision, however, as they all seem out to make you extinct before you can get on with your task of tracking down the Great Seal of Senissa, for reasons it would take pages to explain. The Great Seal of Senissa is not the type that swallows fish by the bucketful; rather it is a 'revered artefact', or so it says here. This game would be quite buyable if nothing special at £1.99, but as it is I'll look forward to future releases at cheaper prices from the Welsh adventurers.

Are the Welsh taking over from the Scottish in these adventure pages? Last of this month's bumper bundle is an adventure based on the TV series The Prisoner, from the episode entitled **The Girl Who Was Death**. Hope the author's got copyright permission to do it. This one's £5.50 from Stephen Preston at 5 Ty Mawr Estate, Priory Lane, Holyhead, Gwynedd LL65 2DN, and this time I reckon it's worth the asking price.

The story involves Professor Schnipps, the crazy scientist, who has spent the last 26 years building a super-rocket to destroy London. He obviously doesn't believe in rushing things, and I believe he's now in charge of sending out the cheques from YS! (He was sacked for being too prompt. Ed) Be that as it may, you've got to stop him and also watch out for his tall blonde daughter. I certainly will, thank you very much. Oh, it seems this is the one known as the girl of death. Maybe she's not my type after all.

You begin in a cricket field holding a bomb disguised as a cricket ball, and with one fairly obvious command to enter before you become not so much an adventure game, more a jigsaw puzzle. Down in town, Benny's Turkish baths are closed, and a hanky with a message written on it promises a rendevous at the local hostelry, whose beer sadly cannot be recommended. Neither does Doris the barmaid fancy you, while in the fairground there isn't even a boat to take you into the tunnel-of-love. Oh woe is me, the hapless adventurer. And Number Two no doubt watching all the time, while Number Six plods on. Definitely not a plod of an adventure, though and I recommend you take a look.

And now at last the in-tray is empty, the jiffy bags have been recycled and I can put my feet up and get back to playing a few of my favourite adventures... what... what's that... oh no, it's the second post just arrived, the poor postie staggering under 16 Quill'd adventures, 13 GAC'd ones and three originals. Aaarrgggghhhhhh......



THE WITCH HUNTER

£4.95! A bit pricey for pocket money software, but then it does include a blank cassette to store your saved games on. My review copy came without an inlay, so I had to settle for the rather gruesome animated loading screen to give me some idea of what to expect. More animation and a burst of music when the game had finished loading, and side B of the tape includes a program containing a map of Dral, the land where the adventure takes place. The *Quill*'d and *Illustrator*'d game includes the now usual RAMSAVE and load features, as well as graphics off, though the pictures aren't too bad at all.

You start off in the Valley of Dral, with the Mountains of the Moon far away in the distance. To the east is a cave and by your feet is a spell. In the cave is a statue, and you can make out the word VOLTAC, while if you go to the west your quest is revealed to you, as indeed is a charred body on the floor. You, apparently, are Thallus, and Ashmeard is dead. Maybe that's him on the floor. You must travel to the Mountains of the Moon and kill the witch Ella, who has the scroll of Voltac. All this, incidentally, was imparted to me by an old owl with the name of Wise, though I don't know if his first name was Ernie. (*I hope there's no MORE where that COMES from! Ed*).

Before heading for the mountains I naturally had a nose around and found several trees to climb, one of which had a noose hanging from it. Elsewhere, in a burnt-out area, there was the smell of flesh. Ugh! The RAMSAVE feature came in useful as there are a few sudden death routines (quicksand and drowning), which regular readers will know always tend to put me off a game. Nevertheless, I liked *The Witch Hunter* despite that. Plenty to explore early on, problems slowly becoming apparent, although the vocabulary was a little fussy in places. I'd be happier recommending this if it was at a more genuinely pocket money price, £1.99, say, but as a mid-price game it's still okay.

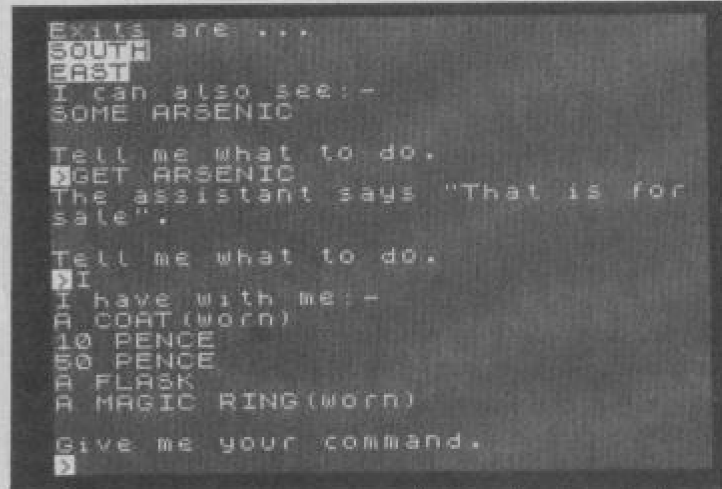
Graphics ■■■■■■□□□□
Text ■■■■■■□□□□
Value for Money ■■■■■□□□□□
Personal Rating ■■■■■■■□□□
6

FAX BOX
Title .... **The Witch Hunter**
Publisher .... **Pocket Money Software**
Price **£4.95**

JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD

Who is Eddie Smith? And why should you want to get to the centre of his head? Perhaps it's something to do with the bomb that Eddie's threatening to blow up the world with, and it must be some bomb! Why do we first encounter Eddie in his laboratory in the company of a Teddy Bear, who says "Leave Eddie alone" if you try to either GET EDDIE or GET TEDDY? Who put the trampoline under the window ledge so, if you're foolhardy enough to jump, you just bounce right back again? And why does the coffee taste so awful? And who's that with the pointy beard clutching a condensor?

The answers to these and other questions may or may not lie in the depths of this adventure, where you have to defuse Eddie's bomb. Eddie is one of the country's top physicists who's unfortunately gone raving bonkers having bumped his head on a nuclear reactor.



One of the early problems you face is finding something to drink so you don't expire after the first 69 moves. Having found a coffee machine that responded to a bit of violence, I obtained a cup of coffee. I drank the coffee, and the program said OK, but the coffee tasted awful and my Inventory still showed the coffee. I drank it again, same result, but despite this never-ending supply of coffee I still died of dehydration!

I later found a friendly hostelry, the Green Potato Inn, but could I get a drink out of the landlord? I know I only had 50p but you'd think he'd have sold me something. I got the annoying feeling that it was the unfriendly vocabulary that was preventing me quenching my thirst.

And yet in spite of these faults in the program, which are usually the kiss of death as far as I'm concerned, I found myself enjoying the journey into Eddie's head — the chemist selling arsenic, the short-sighted optician, the butcher and his sausages, the building site brick and the tempting jeweller's shop window. I'd have welcomed a GRAPHICS OFF command, as the pictures are pretty duff stuff — you wouldn't catch me sitting on that toilet, I can tell you! You might catch me playing this adventure again, though. Give it a try.

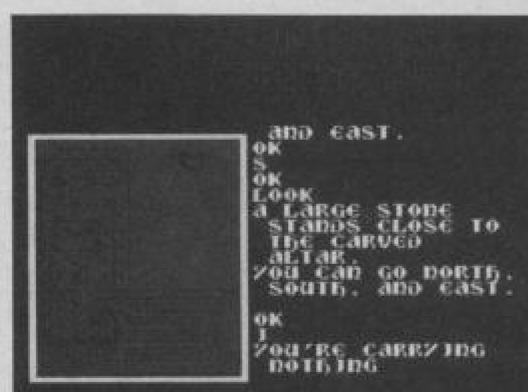
Graphics ■■■□□□□□□□
Text ■■■■■■□□□□
Value for Money ■■■■■■■■□□
Personal Rating ■■■■■■■□□□
6

FAX BOX
Title ... **Journey To The Centre Of Eddie Smith's Head**
Publisher .... **Players Software**
Price **£1.99**

SOULS OF DARKON

Another re-release from the new budget Bug-Byte stable, *Souls Of Darkon* will already have been seen by lots of you so I'll keep the comments short. Darkon is the baddy in the land of Megron, where you've just landed with the faithful robotic friend Komputa, who hovers around you wherever you go. Destroying Darkon is obviously the mission, and while the adventure is not likely to be the hardest you'll ever come across, it's beautifully presented with plenty of simple but good graphics screens and a very friendly vocabulary. In fact typing in VOCAB prints out a list of the verbs that the program recognises, saving those occasional frustrations, while there's plenty around to EXAMINE.

With coins, swords, crystal fountains and blacksmiths, there's nothing very original in the early stages of the game, but that doesn't matter as the whole thing is well presented. I just hope no hardline adventurers allow themselves to be put off by a program which includes ZAP in its word list!



Graphics ■■■■■■■□□□
Text ■■■■■■■■□□
Value for Money ■■■■■■■■□□
Personal Rating ■■■■■■■■□□
8

FAX BOX
Title .... **Souls Of Darkon**
Publisher .... **Bug-Byte**
Price **£2.99**

One thing's for sure, 8th Day won't be getting its MBE this year! But it won't be worrying too much as I'm sure it'll be getting lots of orders for this regal romp to compensate. I found it a hoot, from start to... well, as far as I got.

Another Wednesday morning dawns, and you rip open your giro cheque as per usual. What's not as per usual is the name and amount on the cheque. A quarter of a million... payable to Queen Elizabeth? Is this the local pub? No, it's a DHSS cock-up and a half... or should that be a cock-and-a-half up? No matter. Down you go to the Post Office and you notice Princess Di queueing behind you to claim the Family Allowance. Prince William zooms about wearing a pair of falsies... false ears, that is. I bet he's been watching *Spitting Image* again. Well he must be getting bad habits from somewhere, as he kicks you in the leg and half-inches the giro. Can you recover it and get it back to the Palace before the Queen has to pawn the corgis? This is the adventurer's task.

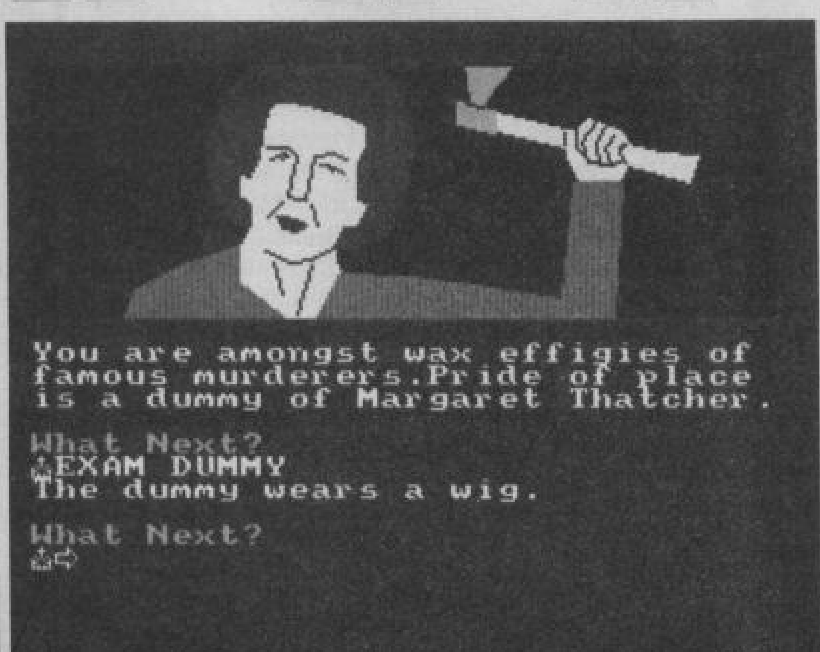
In a call-box nearby you hear a scandalous message concerning Prince Andrew and a certain Cynthia (which I advise you to remember and pass on), while at the Dancing Kebab Greek restaurant Prince Philip is reminding Edward that you only smash the plates *after* you've eaten the food.

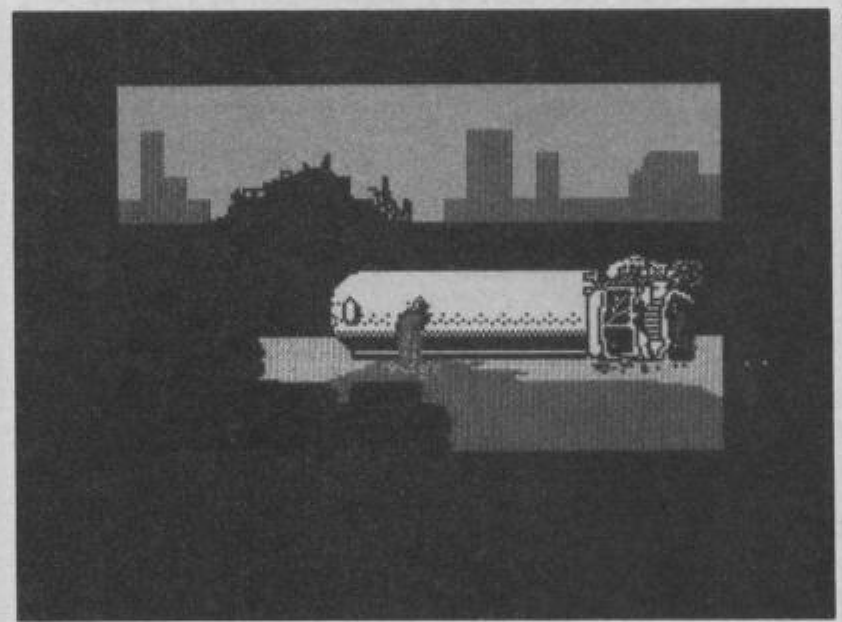
Can you have the necessary chats with Charles, can you catch Di in the bath and flog the photos to Fleet Street, and where does the moussaka fit in? Presumably not in the naughty knickers. There are some intriguing problems early on, and full use has been made of *The Quill* and *The Patch,* though not so *The Illustrator* as graphics are few and far between, and pretty poor when you find them. I like the regular London bus service, like the tube trains in *Sherlock,* and the number of seemingly independent characters that appear to have been crammed in is impressive. Someone at 8th Day certainly knows their way round *The Quill,* and whether they soon also know their way round the dungeons at the Tower of London remains to be seen. *H.R.H.* might not get the royal seal of approval, but it gets mine.

Graphics / Text / Value for Money / Personal Rating — **7**

FAX BOX
Title .... **H.R.H.**
Publisher ...... **8th Day, 18 Flaxhill, Moreton, Wirral L46 7VH**
Price **£6.95**

H·R·H·





AFTERSHOCK

Aftershock may not quite be a shock, but it certainly comes as a surprise if you've been following the Interceptor adventures from Banner & Greer. And it's a pleasant surprise in some ways, though I certainly don't include the price in that. At £9.99 it's unbelievably high for what seems to be a pretty conventional adventure.

Dave Banner's text has never exactly been in danger of filling the screen. His ideas of atmosphere is, *'You are in a green room'* rather than, *'You are in a room'.* That's all changed now, though. What's this we read in the first location? A shattered city...distorted shapes... fires blazing out of control... sirens... and so on for a screen's worth. Not bad at all.

The reason for the fires and sirens? A series of earth-quakes, perhaps prompted by underground nuclear tests. You are the bod who helped design the local nuclear power plant that's in danger of exploding thanks to a fault in the cooling system. Where are the plant's loyal and faithful staff? Buggered off at the speed of light, that's where. So who has to fix the fault? Got it in one.

Your first problem is how to get out of your office, as there's been a power failure in the lift system and the stairs are blocked by flames. Well, the text might be longer but it seems to be the fussy old Interceptor parser we know and don't love. In your office there's a pen on your desk. GET PEN. *'Try another command.'* TAKE PEN. *'Okay'* Come on chaps — even with Greer's greedy graphics there must be room for both GET and TAKE. Search the lift and you discover a panel in the ceiling, too high to reach but a nearby chair can be dragged over to assist. Having removed the panel, the text doesn't tell you what's revealed. Is it a hole, a passage or what? I sat for several yonks typing GO HOLE, JUMP UP, CLIMB UP, GO PASSAGE, ENTER PASSAGE, LEAVE LIFT before hitting the right combination of words. As I've passed on the solution to a few friends unable to get beyond this point, I think it fair to tell you that the right phrase is: TFIL FO TVO BMILC. Easy when you know it, but it takes a long time to find.

Thankfully, the adventure then opens out, as you roam around the city streets, down the flooded underground, into the storm drain and the maze of sewers, walking cautiously round the zoo.

The graphics I've seen have proved to be a mite disapp-ointing from the usual impeccable pen of my hero Terence Greer. They concentrate more on detail than effects, but this is definitely one of those adventures I'll plug away at, rather than put away after reviewing. Pity 'bout the price, though.

Graphics / Text / Value for Money / Personal Rating — **7**

FAX BOX
Title .... **Aftershock**
Publisher .... **Interceptor**
Price **£9.99**



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Illustration: Nick Davies

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SCROLL ON

YOUR SINCLAIR MEGAGAME

Suddenly scrolling shoot 'em ups are back in style, so we shot off to our very own stylish lovebirds and asked *Gwyn Hughes* and *Rachael Smith* whether they've got the scrolls, or if they always walk like that?

URIDIUM

From the depths of space they come . . . and they want our minerals. With a cry of 'Land — mine!' they prepare to plumb the planetary depths in search of metals, precious and otherwise. They are . . . the interplanetary scrap merchants!!!

They put their rag and bone carts into orbit round each of the planets of our solar system. But these aren't flea-bitten horses dragging Steptoe wagons. These aren't even interstellar skips. These are sooper-dooper Dread-noughts. And they're bi-i-i- g!!!

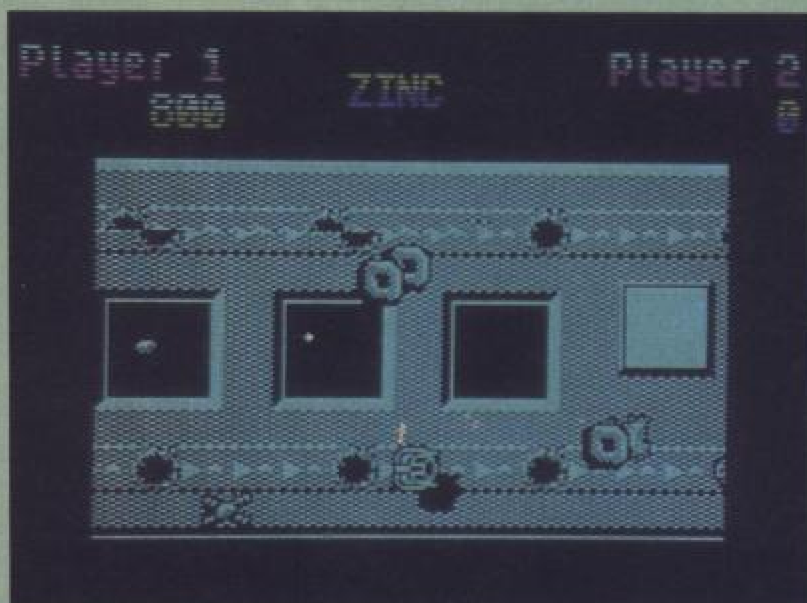
This is obviously the sort of situation that calls for a hero. And you are the sort of person who volunteers to fly a low level mission in a teensy weensy Manta fighter, against a huge, heavily defended hulk . . . aren't you? Stop trying to hide behind that potted palm — I can see you!

Strapped into your cockpit — to stop you running away — you set off on what will be the flight of your life. The last flight of your life. So long, suicide jockey. It's been good to know ya!

Or to put it another way — *Uridium*, the Commodore (boo) smash hit, has found its



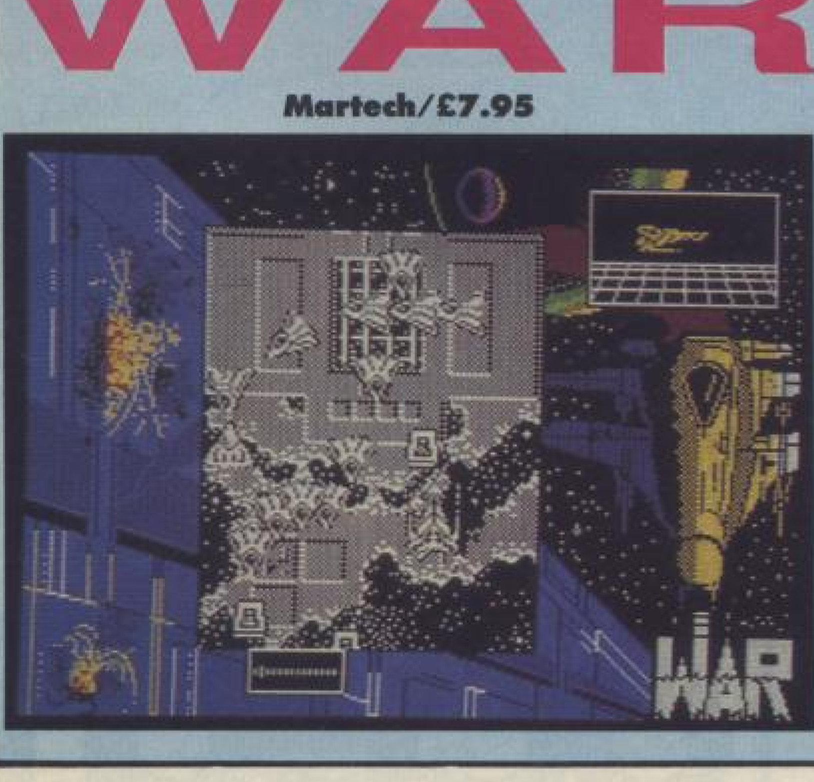
1 Take off! If it's blue it must be Zinc, the elementary level of the game. Not too much trouble from this first flight of fighters either. Best strategy is to do a U-turn then chase them into space because they don't follow their noses — they let their missiles go first.



2 As you'd expect, interstellar miners have mines. Only these aren't holes in the ground but the ballistic type, like the one at the bottom that's closing in. The secret of duffing up the doughnuts is to wait for them to go into their victory dance, then pick them off.

WAR

Martech/£7.95



WAR — what is it good for? Absolutely nothing — except your Spectrum. A shot in the dark, but this shoot 'em up is going to be a biggie, even though we've only seen a preview version.

WAR bears several similarities to *Uridium*, including its graphics style. But while there's a basic unity to Hewson's galactic scrapships, the facets of *WAR*'s mechanical world are wildly different. From rusting planes to almost organic gullies, you'll be making a scenic tour that's a real blast

Martech hasn't used a horizontal scroll, but it's placed the action in a narrow window, centre screen, which gives you a good view of what's ahead, even if the spacecraft are a bit small.

The major innovation here is the addition of a trading element. This clever facility lets you swop points for extra features on your ship. You can buy multi-lasers, rear lasers, side photons and, of course, 'go-faster' stripes and fluffy dice.

There's lots to shoot at as the enemy swoops down around you, and a fair bit to dodge too. Plus the game's blurb promises that, 'actions at an early stage can make later levels easier — or downright murderous'. So if you're feeling even vaguely psychotic, hold onto your hat and we'll give this a full review when it appears!

PREVIEW

way onto the Spectrum, and it's difficult to imagine a faster blast everything up. It's one of those rare, perfectly balanced games. One that'll keep you up into the early hours, unable to pull the plug because next time you might just make the next level.

So what makes *Uridium* the megagame, it undoubtedly is? Could it be the turn-on-two-and-a-half-new-pence handling of your Manta, as it twists, turns and spins through space? Perhaps! Not only is the manoeuvrability of the little ship a joy to behold, it soon becomes second nature as you wrench the joystick round for another 180 degree turn. You're really in touch with the on-screen action.

Then there's the strategy element. Of course you can plough on in, taking pot shots at anything and everything, but if you do you'll soon be just another entry in an alien junk man's inventory. This calls for a little subtlety, see.

For one thing you need to know your way round the behemoths, because their surfaces are covered in aerials, fortifications and even the odd outside loo (for your convenience). If you don't want to wrap yourself round one of these obstacles you'll need a fairly close knowledge of th best path . . . particularly since you'll be flying fast!

Second trick is to learn what class of fighter's going to make your life a misery next. Some are fairly easy, flying a nice neat pattern, but others cause more of a problem. You'll have to decide whether there's a chink in their strategy or just to avoid them.

Eventually you'll beat a behemoth and see that welcoming message flashing at the top of the screen, telling you it's time to land. But not to relax. Never relax! Within seconds you'll be spacebound again, battling against a new foe, with a whole new flight path to learn.

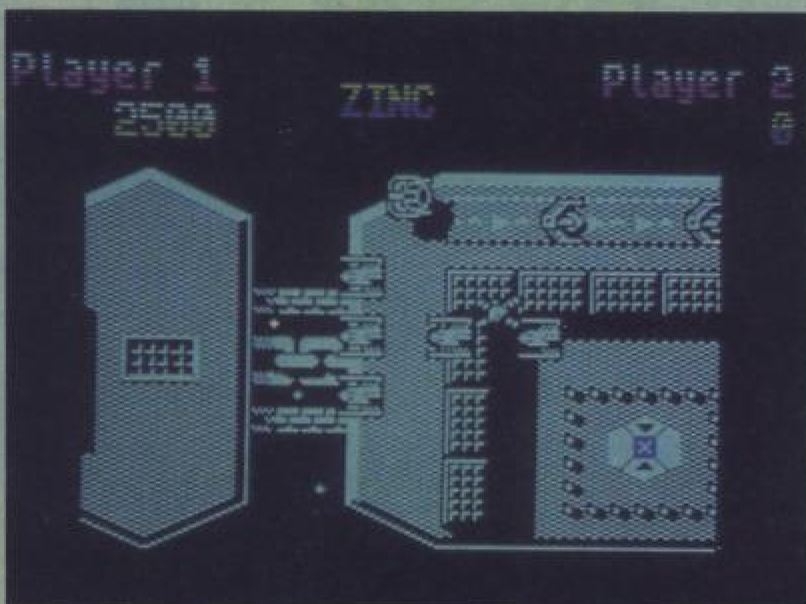
The most obvious omission, compared to the Commie original, is the colour. Hewson has sensibly opted for monochrome backgrounds, though the stars still sparkle most colourfully. This sometimes causes problems if you're trying to spot small bombs against a textured surface. But the horizontal scrolling, never easy on the Speccy, is superfast and smooth.

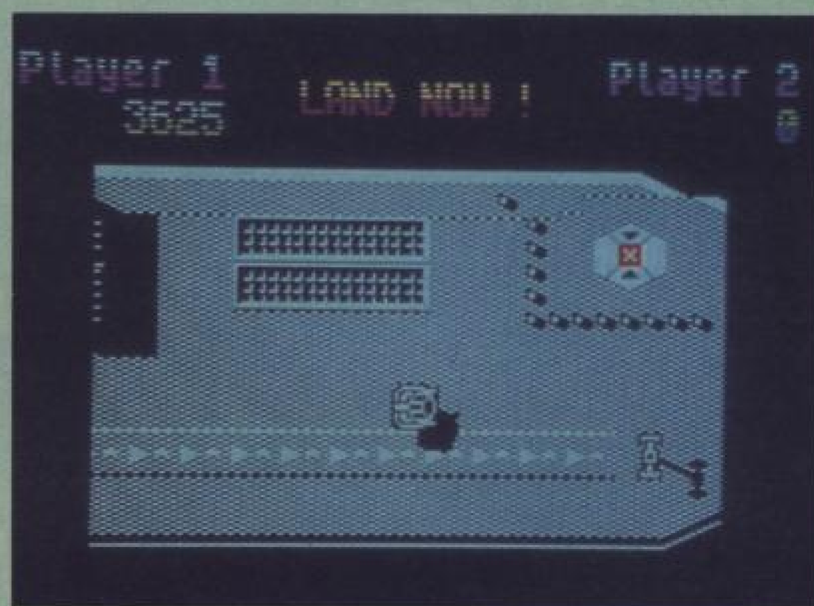
Uridium has to be the ultimate shooting match. So remember — in space nobody can hear you scream . . . but your folks will tell you to shut up every time your ship gets shot to smithereens!

Graphics
Playability
Value for Money
Addictiveness
9

FAX BOX

Game	**Uridium**
Publisher	**Hewson**
Price	**£8.95**
Keys	**Z-Left; X-Right; L-Up; Symbol Shift-Down; Enter-Fire**
Joystick	**Kempston**





3 **Tricky, this one. There's one of those nice mine launchers below the wall and the fighter fly-past is a particularly tricky problem. Seems like the ideal time to pick off a bit of the scenery as you'll score points for pointless vandalism.**

4 **At last, a neat little landing — but watch out for yet more mines. Usually you'll have to fly around in the dreadnought's wake, dodging waves of warriors until you get the message 'Come in 26, your time is up.' Don't get shot up on your home run — it's most depressing.**

LIGHTFORCE

FTL/£7.95



Lightforce is the first release from the new Gargoyle label, Faster Than Light, and it's a shoot 'em up. Remember Imagine's *Arcadia*? Well, this is the same thing three years on, with the addition of vertical scrolling and super-large characters.

You start the game in an asteroid shower, which should warn you that things can only get worse. Your simple choice is to dodge them or blast them. The way to survive is a combination of these two, which should get you through to the first alien craft. You then have to score multiple hits on its control chambers if you want an extra life.

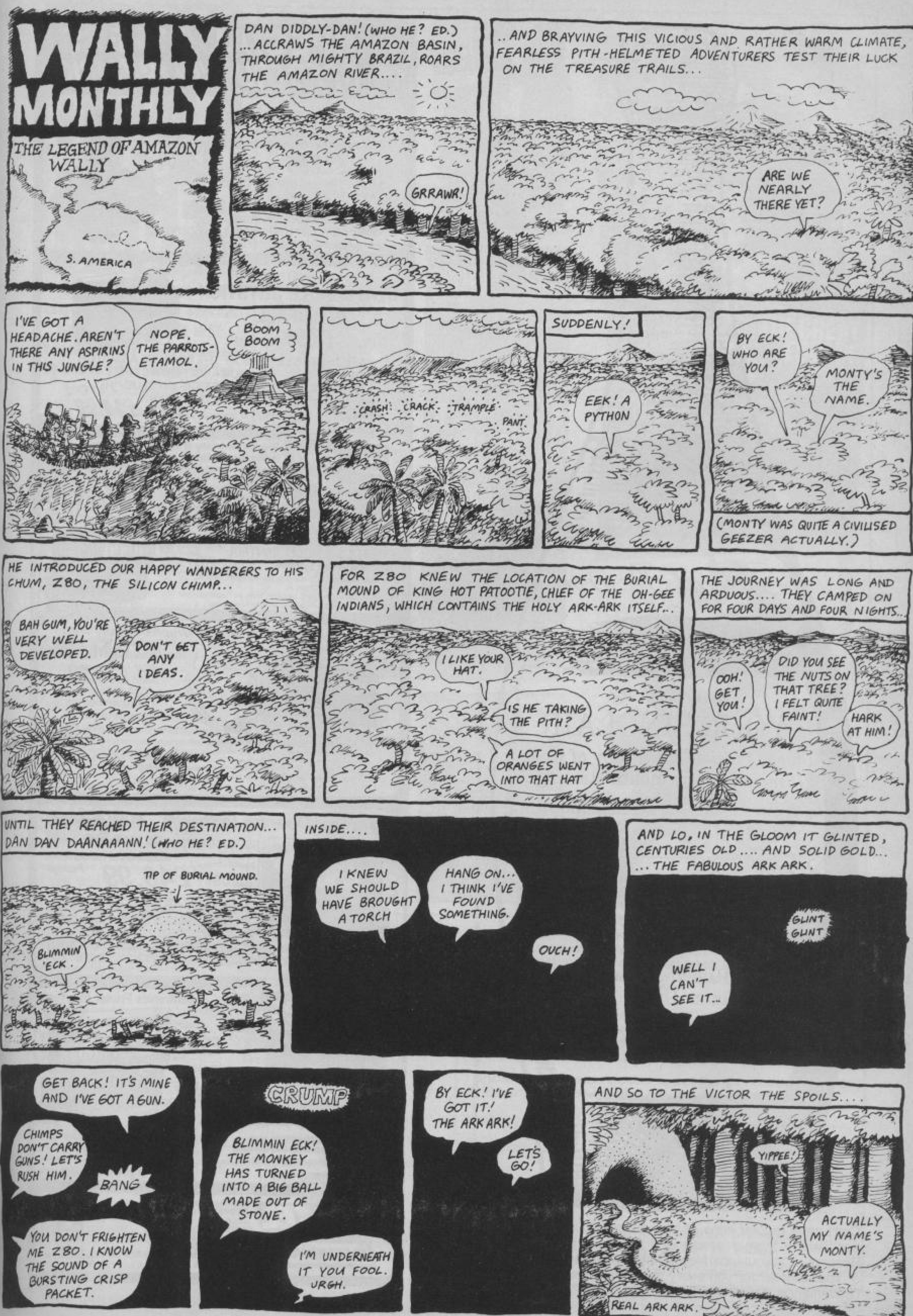
But, of course, the enemy is well protected, with craft that drop down — only you can't blast these! And things have hardly started to get difficult yet, because the enemy fighters perform elaborate little dances. Before you can say Red Arrows, they're weaving all over the place dropping bombs on you.

Nobody could deny that *Lightforce* looks nice, and you'd expect nothing less of a Gargoyle game. But it doesn't quite seem to have captured the elements that make a shoot 'em up totally addictive. Instead it becomes frustrating and though the graphics move fast for their size, they seem rather sluggish on-screen. So though it's definitely not a 40 watt bulb on a snail, it's not Faster Than Light either.

Graphics
Playability
Value for Money
Addictiveness
7



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I'VE GOT A HEADACHE. AREN'T THERE ANY ASPIRINS IN THIS JUNGLE?
NOPE. THE PARROTS-ETAMOL.
BOOM BOOM
CRASH CRACK TRAMPLE
PANT
SUDDENLY!
EEK! A PYTHON
BY ECK! WHO ARE YOU?
MONTY'S THE NAME.
(MONTY WAS QUITE A CIVILISED GEEZER ACTUALLY.)
HE INTRODUCED OUR HAPPY WANDERERS TO HIS CHUM, Z80, THE SILICON CHIMP...
BAH GUM, YOU'RE VERY WELL DEVELOPED.
DON'T GET ANY IDEAS.
FOR Z80 KNEW THE LOCATION OF THE BURIAL MOUND OF KING HOT PATOOTIE, CHIEF OF THE OH-GEE INDIANS, WHICH CONTAINS THE HOLY ARK-ARK ITSELF...
I LIKE YOUR HAT.
IS HE TAKING THE PITH?
A LOT OF ORANGES WENT INTO THAT HAT
THE JOURNEY WAS LONG AND ARDUOUS.... THEY CAMPED ON FOR FOUR DAYS AND FOUR NIGHTS...
OOH! GET YOU!
DID YOU SEE THE NUTS ON THAT TREE? I FELT QUITE FAINT!
HARK AT HIM!
UNTIL THEY REACHED THEIR DESTINATION... DAN DAN DAANAAANN! (WHO HE? ED.)
TIP OF BURIAL MOUND.
BLIMMIN 'ECK.
INSIDE....
I KNEW WE SHOULD HAVE BROUGHT A TORCH
HANG ON... I THINK I'VE FOUND SOMETHING.
OUCH!
AND LO, IN THE GLOOM IT GLINTED, CENTURIES OLD.... AND SOLID GOLD... ...THE FABULOUS ARK ARK.
GLINT GLINT
WELL I CAN'T SEE IT...
GET BACK! IT'S MINE AND I'VE GOT A GUN.
CHIMPS DON'T CARRY GUNS! LET'S RUSH HIM.
BANG
YOU DON'T FRIGHTEN ME Z80. I KNOW THE SOUND OF A BURSTING CRISP PACKET.
CRUMP
BLIMMIN ECK! THE MONKEY HAS TURNED INTO A BIG BALL MADE OUT OF STONE.
I'M UNDERNEATH IT YOU FOOL. URGH.
BY ECK! I'VE GOT IT! THE ARK ARK!
LET'S GO!
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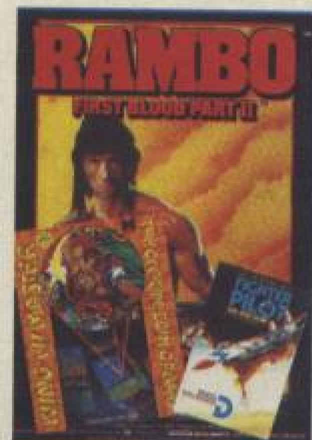
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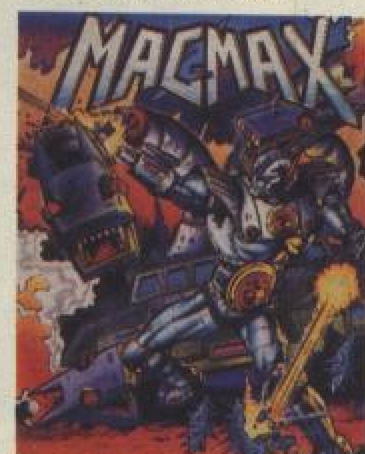
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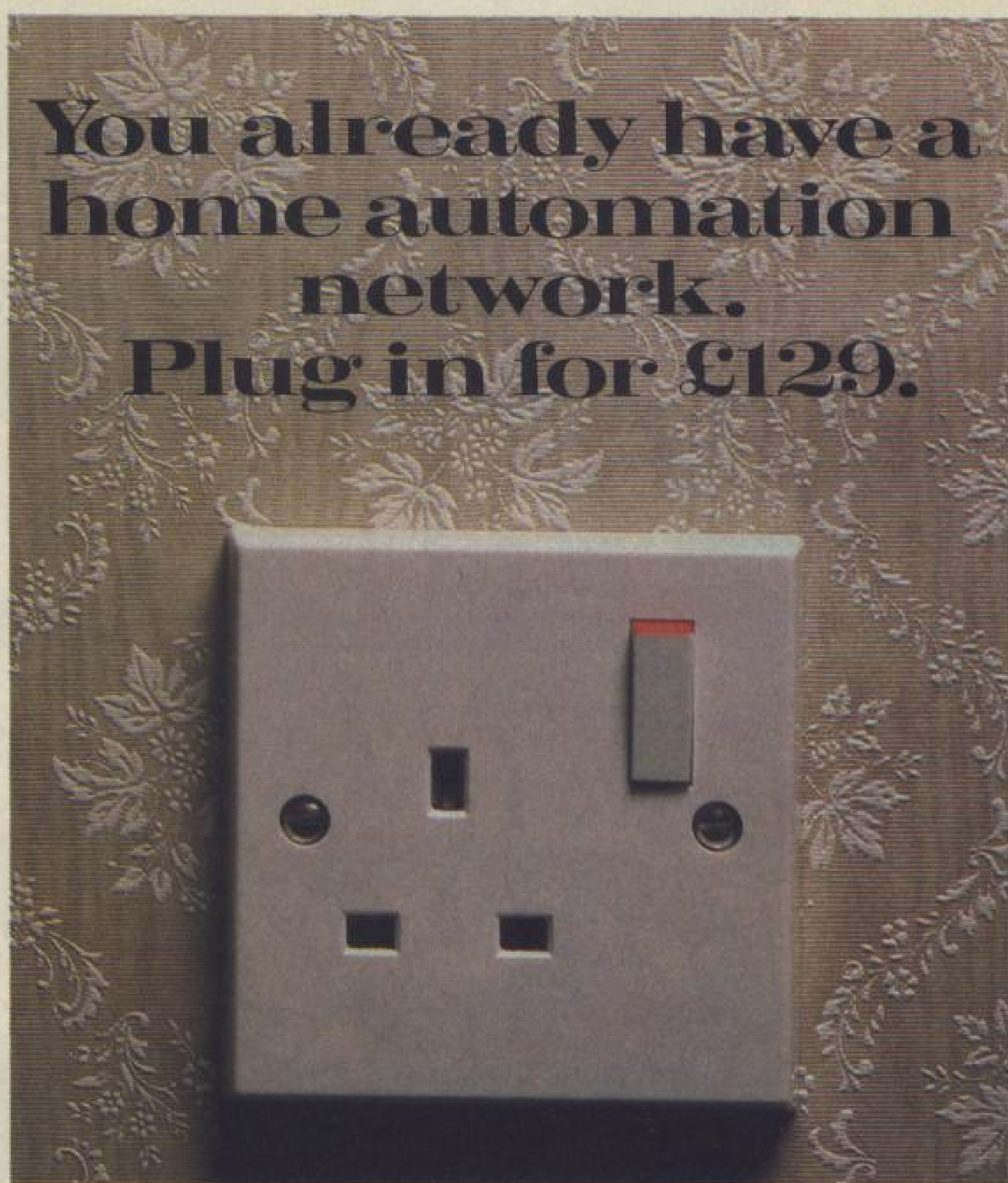

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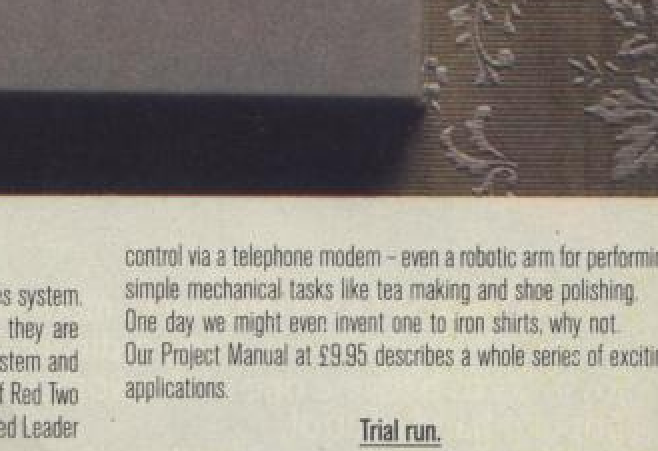
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TASK FORCE

The force behind programming, *Ian Hoare* takes you to task with some routine hints.

Let's start straight in this month with a request from **The Anonymous Wally** (yes, that's what he signed himself · honest!) from Halesowen — 'how do I type in machine code?'.

Right then, here's what you need to do. As I've explained, all machine code in *Task Force* is listed in assembler mnemonics. Now the computer doesn't really understand them, and since we don't either, that leaves us all square!

However, we can learn to understand them, and when we do, we can begin to program in code. To start with get yourself an Assembler/Monitor. Depending on the type, when you run it, you'll either have to type in the instructions in a series of REM statements or better still, enter them directly using a special screen editor.

With *The Code Machine* or *Devpac*, you'll do the second. There are a series of special commands you give to the Editor and Assembler which tell it where you want the code to be assembled, to save the mnemonics (known as the Source Code). Once you've written and saved the Source, you can then assemble it and save the code that's produced (the object code). I hope that helps a bit.

While we are waiting for the Interrupt Mode 2 program I talked about last month, here's a bit of explanation about the Kempston joystick problem, and the way Andy Glaister of *Fourth Protocol* fame solves the problem. This was sent to me by **Jonty Hallard** of West Bromwich who heard it from Andy himself on Micronet.

Very briefly, when IM2 is selected, the computer takes the number in the Interrupt register (every time there's an interrupt) and combines it with the number currently on the Data bus in order to make a two byte address. It then looks at this particular address and starts executing code at the address found at that, and the next byte.

Right, now that should be as clear as mud! So what's the problem again? Well the Kempston joystick sometimes leaves a value on the Data bus and since you don't know what that value is, it's difficult to cope with things as the machine can jump at random to any one of 256 addresses! Worse still, you don't even know if it'll jump to an odd numbered or even numbered byte! If you knew that it always goes to an odd numbered byte, you could construct a table with the address of your actual code in it, repeated 256 times.

Give up? *No*! You construct a table with both bytes the same — you can use any values as long as it's in memory. The trouble with that, is that you have to use a load of memory (257 bytes) just to make up a table. This is where Andy's trick comes in.

In the ROM, there's an area containing a whole load of bytes with FF (255), so Andy uses that as the table! So what happens? Every interrupt, the machine gets the address in the table (FFFF) and starts to run code there!

Trouble with that is, there isn't a lot of room, before it runs out of space and continues with the code in the ROM, and that's the code to do a complete reset! However, there is room just to put a single instruction at FFFF and if you choose the right one, it can be made to work out alright.

At 0000, there's a byte of 243. Now if we put the instruction JR at FFFF the computer knows it has to do a jump and so looks at the next memory location to see whether to jump backwards or forwards and how far to jump. The next byte in this case is at 0000 and the value of 243 is taken to be an instruction to jump backwards 12 bytes! If we put a little bit of code at 65524 to make the machine jump to our real interrupt service routine, we are home and dry. Surely?

No? Now what? One little thing, what if we have Interface 1 connected? As this routine is serviced 50 times a second, we can't be sure whether the Interface 1 is paged in or not, can we? If you look at the first byte in IF1, it holds a different value to the first byte in the normal ROM! Which is? 227. This will be interpreted as a command to jump back 28 bytes, so all we have to do is to put the same jump at 65508 as we put at 65524 and now we really have cracked it! Let's turn all that into a program. I'll call the start of the real interrupt service routine 'START' and will make it 60000 for the sake of example, though you could alter that to any value you like. Here goes then.

```
0000 START EQU  60000
0010 JUMPR EQU  24
0020 JUMP  EQU  195
0030       ORG  65400
0040       LD   HL,START
0050       LD   (65525),HL
0060       LD   (65509),HL
0070       LD   HL,65535
0080       LD   (HL),JR
0090 ;          "That's set up
the two vectors and the JR
instruction at FFFF.
0100       LD   A,JUMP
0110       LD   (65508),A
0120       LD   (65524),A
0130 ;          "Now to set up
IM2
0140       LD   A,57
0150       LD   I,A
0160       IM   2
0170       EI
0180       RET
0190       END
```

I know it's a bit complicated. But if you read through it a couple of times, you should understand exactly how to use IM2 and also if you wish to have just the set up routine as a library file, you can use it to produce a working IM2 routine whenever you like. And it'll work even with a Kempston type joystick and with an Interface 1 connected. Not bad for a morning's work! Well done Jonty and congratulations to **Andy Glaister**.

As you may know, I'm a Micronet subscriber and one of my fellow 'Netters', **Del** has sent in a nifty bit of code to help with joysticks. I'll leave it to him to explain. "I wanted to make the software work with both keys and joystick, without having to ask what the user wanted. Easy — just check for both, you might say. Not so, cos I'm sure you know what happens if you read the Kempston port if there is no interface connected. That's right. *Crash*! So I wrote this short bit of code to find out."

```
0000       LD   DE,2000H
0010       LD   BC,31
0020 STICK IN   A,E
0030       AND  14
0040       JR   NZ,NONE
0050       LD   A,E
0060       OR   D
0070       JR   NZ,STICK
0080       INC  A
0090       LD   (FLAG),A
0100       JP   START
0110 NONE  XOR  A
0120       LD   (FLAG),A
0130       JP   START
0140 FLAG  DEFB 0
0150       END
```

This doesn't have an ORG address as it's designed purely as a fragment to live with other code programs. To use the information, you'd have a little routine like this:

```
0010 KEYS            "Check keyboard"
0020       LD   A,(FLAG)
0030       BIT  0,A
0040       RET  Z
0050                 "Check joystick"
0060       RET
```

Very neat Del and thanks. Del also points out that DE doesn't have to contain 2000 hex as a loop counter, but he guarantees it'll work a number that large! Now have a look at this routine also from Del. Try and work out what it does!

```
10 BORDER 7:FOR i=11 TO 21:PRINT
AT i,0;INK 7;PAPER 0;"
   (32 spaces)         ":NEXT i
20 PRINT INK 9; PAPER 9; "Your
Sinclair is etc.........."
30 PAUSE 1: BORDER 0: BORDER 0
BORDER 0: BORDER 0: BORDER 0:
BORDER 7: BORDER 7: BORDER 7:
BORDER7: BORDER 7: GOTO 30
```

Quite a boy that Del!

Whoopsie! Due to a slight cock-up in the October issue we omitted to print the program sent in by **Tycho Pandelar** from Holland. To refresh your memory Tycho's routine generates an italic character set. Once you've run the program you can save the code on it's own with SAVE 31571,32511-31572 and reload it to any convenient address. Don't forget that you'll need to POKE 23607 so that the ROM knows where to find new characters!

```
10 CLEAR 31487: FOR a=31752 TO
32511
20 LET b=.5
30 LET b=b+b*(a-INT (a/6)*8)2)
40 LET b=b+b*(a-INT (a/6)*8)4)
50 LET c=PEEK (a-16126)*b
60 LET c=c-255*(c>255)
70 POKE a,c
80 BEEP .005,30: NEXT a
90 PRINT AT 0,0;"POKE 23607,60
for Sinclair Charset"
100 PRINT AT 1,0;"POKE 23607,123
for Italic Charset"
110 PRINT AT 2,0;"Press any key"
120 PAUSE 0
130 NEW
```

That's the lot for this month. Remember to let me have your routines, problems and comments. Send them to Task Force, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

ALL LETTERS WIN A YS BADGE

We asked you to tell us —

YOU TOLD US!

Way back in *YS6* we asked you to tell us a bit about yourselves and what you thought of *Your Sinclair*. And you did, you did. In fact, from the deluge we received it seemed like nearly all of you did. Even more surprising, the replies weren't that rude, well not all of them, well there was the one about . . . (*Oh, get on with it! Ed*)

So, what are you like? Well, you're mostly male and mostly in your teens. Though plenty of you are neither. (And we even had a couple of aliens from outer space writing in.) You've mostly got Spectrums, surprise surprise, though there were more than a few 128s and QLs in there. And you've nearly all got joysticks so we weren't too surprised when you told us that you spend most of your time playing arcade games. That activity was way out in front with programming and adventure playing coming in second and third.

And now for the bad news. It has come to our notice through the readers' survey that some of you — and we won't name names this time but let it be a warning to you — yes, some of you have the audacity, the sheer bare-faced cheek, indeed the bare-cheeked face to read other magazines. Some of you may even buy them. We'll say no more about it for now but be warned — we have primed a series of exploding newsagents up'n'down the country who'll go off when one of these other magazines is requested. Then you'll go out with a bang and a crash ...

Reading non-computer magazines is just about forgivable, s'pose. Smash Hits got a fair few mentions and as for the comics, the Beano and 2000AD did all right, oh, and Kerrang! But we don't want to upset Raymond Smith of Fife who buys Kerrang but says about *YS* that he's "put off buying it and most other mags by the comic-like covers. Very embarrassing." Course, sitting on the bus reading a mag with a piccy of Ozzy Osbourne decapitating an entire farmyard with his teeth is okay. Funny lot in Fife! And then there were all those Men Only, Penthouse and Playboy readers. And funnily enough, they were all about twelve. Presumably they have to stand on each other's shoulders to reach the top shelf.

And so for your favourite (and least favourite) articles. Trouble is, every one of you plumped for a different thing. For every one who hated Letters, two more people loved it. (*They know what's good for them. Ed*) All those of you who want to pull the plug on Hex Loader would have to deal with the readers who want him to take over the magazine. Course, he just wants to take over the world! And you seem fairly evenly divided between those who wouldn't even use Program Power to wipe their . . . . shoes . . . and those who wanted the pull-out to be even larger.

You're a bit more decided about some things though. The new-look *YS* Adventure is a hit. Frontlines ditto. But head and shoulders above the rest, specially now her head's swollen so much, stands T'zers. Acclaimed throughout the land and universally loved. (*Don't start her off! Ed*).

So, all that's left are your comments on the mag — thousands of them.

Just a shame that the Ed had to get his hands on them first . . .

OH GOODY! HERE ARE THE WINNERS

Yes, here are the names of the ten lucky *YS* readers who'll all take away a *YS* goody bag including a £10 Virgin voucher just 'cos they took the trouble to fill in the survey. Oh, and 'cos they were first out of the Ed's hat...

Mark Phillips of Manchester, Matthew Beavis of Norwich, Caroline Robertson of Stirlingshire, S Allen of South Ruislip, Gary Thorn of Littlehampton, Peter Hendry of Kempston, Shaun Few of Rotherham, John Jenkins of Glasgow, Mark Cole of Charfield and Gary Walter of Biggin Hill.

STOP PRESS

After the last readers' survey, we changed the name of *YS* to *Your Sinclair* from *Your Spectrum*. The big question this time is, will we be changing to *Your Amstrad*? And the big answer is... NO WAY!

Sack the Editor! And get a better one! (*Oh, that's a nice one to start us off! Ed*)
Keith D Whitmore, Basildon

Where did you get your Ed. He must truly be the best editor there is. (*That's better. Ed*)
Ian Fleming, Whitley Bay, Tyne and Wear

Take out some of the corny adverts.
Ben Cowdall, Cirencester, Glos

Why have you got adverts in your excellent computer magazine? (*So you don't have to pay a fiver an issue! Ed*)
Bryan Prakel, Coleford, Glos

Get rid of the advertisements.
Stephen Bayne, Fife

Could we have a nude piccy of Rachael or even a date. (*10/4/1953 Ed*).
Gwyn Jones, Abbeydore, Hereford

I've got a crush on Clare Hirsch of Activision. (*Orange or lemon crush? Ed*).
Daniel Gritz, Blackpool

Why does Tim Hartnell look like he's just pulling up his fly. What was he doing behind those books?!
Mark S Harper, Rotherham

I would like more program print-outs please.
T Noble, Milton Keynes

Could you have everything sensible and not daft.
John Riddoch, Byhuntly, Aberdeenshire

Keep up the good work!!! Tell the Ed not to be so sarky. (*Who, me? Ed*)
Peter Hendry, Kempston, Bedford

Your magazine is ace, wish it was a bit ruder! (*'$!@ '! Ed*)
Shaun Williamson, Westhoughton

Please don't put so much swearing in — Mum might stop me from reading *YS*!
Andrew Usher, Selby, N Yorks

Get rid of that damned Program Power rubbish! Bigger adventure column. More swearing in reviews.
Gregor Young, Inverness

Please please let the Ed put more things in brackets. It really makes me laugh.
Tim Thompson, Gainsborough, Lincs

Someone please take the Ed's brackets away.
Andrew Norris, Cullingworth

Can we please have more pictures like the one at the bottom of page 16, of the June issue.
Peter Turner, Cambridge

Have a pin-up of sexy T'zer in your mag.
Justin Fuller, Telford, Shrops

My Sinclair 128 keeps untuning itself from the TV. Is there a remedy for this problem? (*Yes, write to Steve Adams! Ed*)
Paul Edwards, Frome, Somerset

Why do different computer mags say different things about each game. Who do we believe? (*YS, of course! Ed*)
Christopher Evans, Chandlers Ford, Hants

Tell the Art Ed that his front cover for the magazine is brill. Your reviews are always right.
Pui Hong Chu, Kirkby-in-Ashfield, Notts.

Please get rid of QL News. Who is T'zer? What is a trainspotter award! I'm ace!
Wayne "Ace" Birch, Caistor, Lincs.

My son thinks this is my comic because of the covers! Any chance of improvement. Sorry, I told you I was old!
N F Owen, Gt Missenden, Bucks.

For God's sake drop listings and Hacking Away — Rubbish! However, the rest of *YS* is just about okay — more posters?
David Watkins, Blandford, Dorset

If possible some kind of quality control over letters printed. (*You should see the ones I don't print! Ed*)
P Verallo, Cardiff

You print some reely, reely, reely, really stupid letters! (Favourite article: Haking Away) (*There's something very fishy about your spelling. Ed*)
Graham Burlinson, Oldham

Letters often stupid. Ed's comments keep butting in the flow of reading.
James Bolton, South Cave, East Yorks

It took me two hours to suss out how to fold this.
Phillip Elden, Farnborough, Hants

The Ed is secretly working for Amstrad (hush!) as an undercover secret agent!
Craig Jones, Cardiff

Why do you have to put the poster map behind the program pull-out (I don't do programs).
Derek Doig, Kirkcaldy, Fife

Ever thought of taking up writing gardening mags? (*Oooh-ar! Ed*)
Name and address not supplied

I wish you would review games as soon as they are launched. I completed *Rambo* before I ever saw a review. (*We do review games as soon as we receive them but we usually see them at about the same time as they arrive in the shops. To get round the problem, that's why we do previews. Ed*)
Donald Gilchrist, Pitlochry, Tayside

Please don't tell my mum about question 8. (Or my dad come to think of it.) (*And the answer to which non-computer mags do you read? Escort and Razzle! Car magazines by any chance? Ed*)
Name and address withheld to protect the guilty

Please give us more pervy cartoons.
G Campbell, Darlington, Co Durham

I want your plastic pacman from your Fab'n'Gear in *YS5* please!
Ian Howell, Great Walsingham, Norfolk

Is T.P. a slave? (*I am, I am! T.P*) Show a piccy of all the *YS* team or else!
Mark Walton, Rotherham, S Yorks

Very good on the whole. Keep up the comments Ed. Love the extra big previews.
D P Dellow, Chessington, Surrey

Why can't we have more free demo cassettes (like *Rasputin* on issue 1)? (*Mostly money but you never know what the future holds, he says enigmatically. Ed*)
Andrew Paine, Keighley, W Yorks

I like the humour in *YS*. (The Ed seems a funny bloke in more than one sense).
Alan McGregor, Killin, Scotland

Why not have a flop of the month and send the publishers a can of raspberries.
Noel Wallace, Wandsworth, London

What about a *Your Sinclair* megaflop as well as a megagame?
Steven Hanrahan, Brentwood, Essex

I am really a small green man with three eyes, eight feet and three ears, left, right and wild front-ear.
Martin Whale, Ruislip, Middlesex

I think your mag is ace but can we have more POKEs and tips and maps? And how about letting me win a compo for a change!
Alistair Fulcher, Goole, North Humberside

Your magazine is just a kid's comic and a poor one at that as it isn't educationally based. I buy it on the market surplus stall. At full price I wonder you sell any except to children.
Name and address not supplied. (Age: 68. Computer: QL)

Great laugh!
T.S. Hearne, Newport, I.O.W.

There's too much cheap 'humour' and not enough of what you are supposed to be doing.
James Kennedy, Cramlington, Northumberland

Well, it's like this — my parents' have just re-done my bedroom and I haven't got any money. Hacking Away is good but it's all about new games.
Joanne Ryall, Axminster, Devon

I live in a small village in Holland and every month I can buy *YS* — it's a wonder. Please send *YS* also in 1987.
S Nuyten, Heinkenszand, Holland

Can you show a piccy of the Ed. I need a new dart board!
Glen Gilchrist, Raglan, Gwent

Please shoot the Ed.
Michael Fiddy, Canvey Island, Essex

I thought *YS* MegaBasic was well worth the money!
D R Overy, Winchester, Hants

Please identify the dark-haired young lady who has appeared in several of your photos — could she be the fabled Miss Smith? (*Nope. As yet Rachael is protecting her identity — and can you blame her? Ed*)
R Sutton, Congleton, Cheshire

Gollum was a Dane!!!
Bo Ramsing, Tonder, Denmark

Ban the Batman lingo and oil the rusty robot. (*Holy erm something or others. Ed*)
James Curtin, Southdene, Kirkby

Send me a photo of T'zer otherwise I'll buy another mag.
Mr Fisher, London NW10

I'd better win the *Paperboy* compo 'cos I'm one. And I'm now getting quite peed off by the covers. (Although good artwork.)
S Andrew, Tonypandy, Mid-Glamorgan

1 Sack the Art Ed for his jumbled, messy pages. **2** Stop wasting paper and trees on puerile letters.
Carl Dodds, Erdington, Birmingham

I think *YS* is brill, fab, wow, smacko, heavy, ace, cool, trendy, groovy, and other cool words.
Christopher Shotter, Weymouth, Dorset

I think the mag is fab! And I will get it ordered regularly.
Graeme Hughes, Bromborough, Wirral

This magazine is too childish and is poor in grammar. (*Great vocabulary though! Ed*)
Kevin Mooney, Banbridge, Co. Down

You should have a new release list and the dates the games will hit the street. Okay! (*Good idea. We'll try to include a release date on all previews in future. Ed*)
Peter Johnston, Belfast

Can't you say Spectrum instead of Speccy! (*Spect . . . Spictr . . . Speccy. No can do. Ed*)
Richard Harding, Whitchurch, Bristol

What's the point of previewing a game if it isn't finished? More serious articles please and less childish writing eg trainspotter, megagame and letters pages.
J Clarke, Dudley, W Midlands

Keep on writing! Belgium likes it!
Ben Mandium, S.H.A.P.E. Belgium

An excellent all round mag, plenty of humour and down to earth info. How about a pic of T'zer's legs?
Tony Blaver, Colchester, Essex

The price of *YS* ought to be rounded up to £1. About time. (*Here we are producing the cheapest Spectrum mag on the market and you want us to put the price up! You might not be too popular with the rest of the readership. Ed*)
Bimal Pankhania, Cambridge

I think the covers of all *YS* issues are amazingly colourful and weird!
David Graham, Sedburgh, Cumbria

I'm a perverted dwarf from outer space and love *Your Spectrum*. (*Deliveries haven't been getting through to outer space then! It's* Your Sinclair *now. Ed*)
Stuart Baker, Wargrave, Berkshire

Can we have a few more pictures of Samantha Fox?
Martin Atkins, Reading, Berkshire

No topless girls on page three. (*Is this a request or an observation? Ed*)
Nicholas Mason, Glasgow

I often have trouble reading *YS* because ink and paper colours clash (Art Ed please note). (*Right, this calls for violence ... Pass my white stick! Art Ed*) Otherwise *YS* is brilliant.
John B Austin, Fulham, London

And a big thank-you to the thousands of you who took the trouble to fill in the survey and tell us what you want. But don't stop now. Keep your letters coming!


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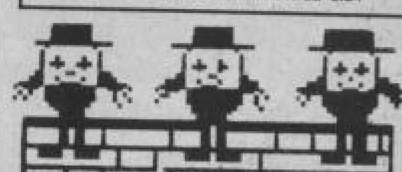
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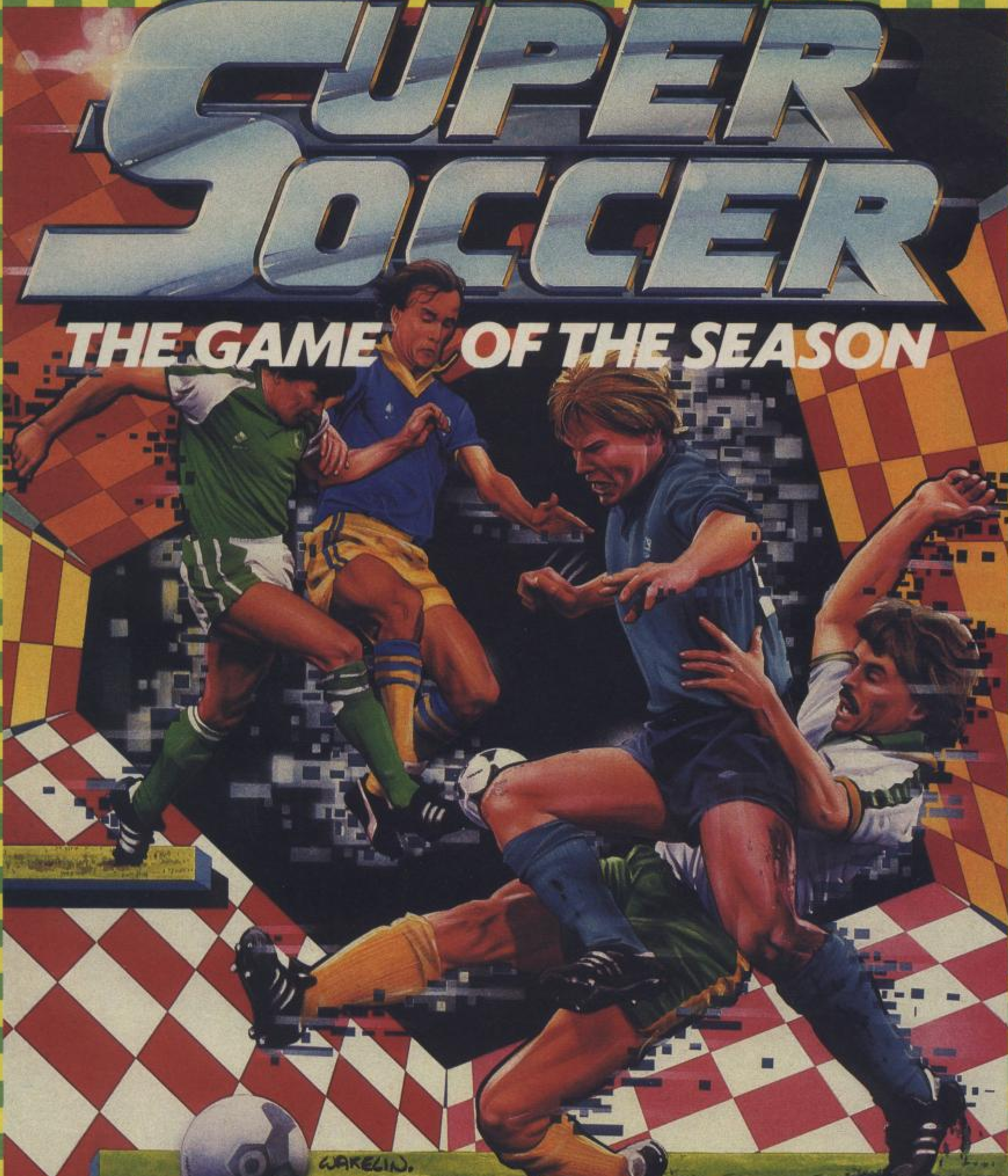
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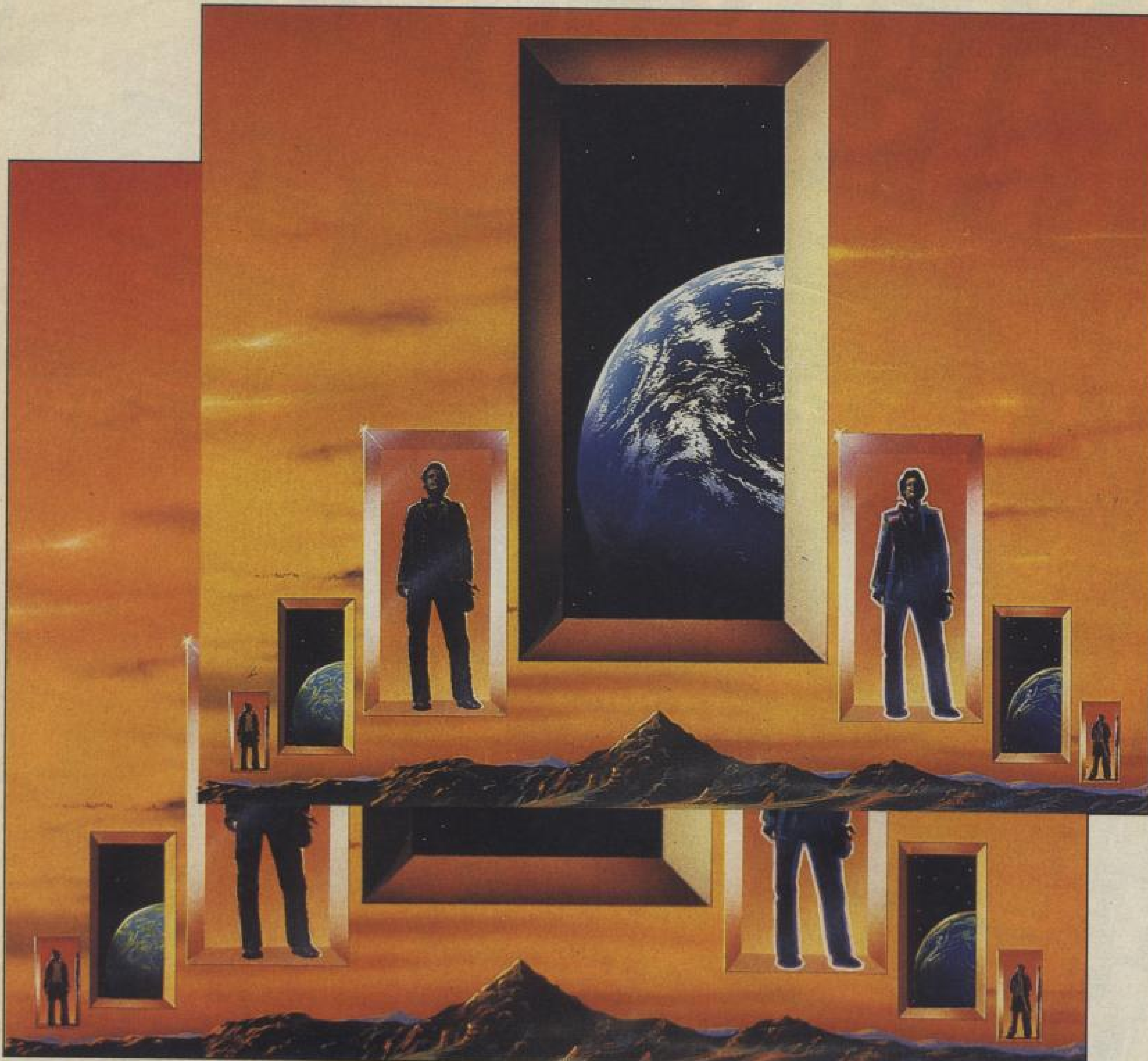
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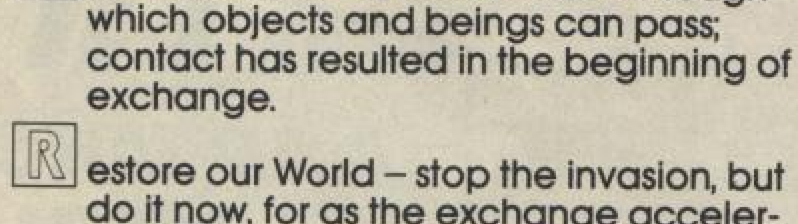
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■ *White Lightning*. Will swop for hardware. Make me an offer. Write to Purv, 41 Limekiln Estate, Limekiln Lane, Holbury, Southampton SO4 1HF.

■ *Kirel*, *Pyracurse*, *Mindstone*, *Cauldron II*, *Mindshadow*, *Spiderman*, *Enigma Force*, *Heavy On The Magick*, *Three Weeks In Paradise* and *Marsport* for *Alien Highway*, *Rambo*, *Fairlight*, *Bobby Bearing*, *Ninja Master*, *Red Hawk*, *Jack The Nipper*, *Pentagram*, *Knight Tyme*, *Ghosts 'n' Goblins*, *Hijack*, *Hulk*, *Sherlock*, *Batman* and *Spy Hunter*. Write to Stephen Ward, 147 Bodmin Crescent, Westwood Estate, Leeds LS10 4NB.

■ Wanted — *Graphic Adventure Creator*. Swop for Currah Speech, Quicksilva *Games Designer* and *Zaxxon*. Phone 866723 and ask for Chris.

■ Wanted — *Wham! Music Box*, *Ghosts 'n' Goblins*, *Jack The Nipper* and *GAC*. Will swop *Now Games II*, *Incredible Shrinking Fireman*, *Ping Pong* and *Commando*. Write to James Belbin, 41 The Warren, Chesham, Bucks.

■ Wanted — QL users to start a club. Speccy users, please tell your QL friends to phone Peter on 01-205 2408.

■ Wanted: *Eddie Kidd Stunt Challenge* or *Sold A Million II*. Will swop for *Hypersports* and *Sports Hero*. Write to Ian Moore, 16 Maes Padrig, Cemaes Bay, Anglesey, Gwynedd LL67 0EY.

■ Wanted! Light pen with *Hurg* or *Animator 1* for ZX printer. I also have *Jack The Nipper* and *Movie*. Has anyone got *Shadow Of The Unicorn*? Phone Ric on Brinscall 830745.

■ Swop *Graphic Adventure Creator* for *Zaxxon* with one other good game. Phone Runcorn 61914.

■ Wanted — ZX printer. Will swop *Cassette 50*, *Incredible Shrinking Fireman* and *Space Walk*. Write to Peter Young, 10 Reay Street, Widnes, Cheshire WA8 6RJ.

■ Wanted — war management strategy games, especially *United Spectrealm* etc. Send your list for mine. Rodney Tregale, 95 Howard Avenue, Slough SL2 1LB.

■ Wanted — Slomo in exchange for my Currah MicroSpeech. Also swop my arcade/adventure games for your utility programs. Phone Dave on 091-285 6185.

MESSAGES, CLUBS & EVENTS

■ DSU (Danish Speccy Users) want members from all over the Universe. Free membership! Including club paper every month. Swopping games, tips, hints and other progs. All you have to do is write to me. Dan Nielson, Tornskadevaenget 4, 5210 Odense NV, Denmark.

■ Adventurers! Writing, solving or stuck? Send a large sae for details of our writers newsletter, players magazine and exchange club to AES, 78 Merton Road, Highfield, Wigan, Lancs WN3 6AT.

■ Hi Bill, Ame. Stop playing on those computers and get doing your maths homework. Slugs and Ladders is rubbish. What about a game, Ame? WALL is for computer buffs. MR.

■ Stuck in that game? Need more lives? Too many nasties? Just send an sae to Help! 74 Duke Street, Windsor, Berkshire SL4 1SQ. *Equinox*, *Ghosts 'n' Goblins*, *Bomb Jack*, *Pentagram* and many more.

■ Special notice. Lawrence Pick is without doubt a cad. He is not (contrary to popular belief) not the manager of rock superstars Afterimage! Das ist Afterimage huh. Jim — Dobby — Roy.

■ Information exchange. Any POKEs, hints, maps etc. All types of game, adventure, arcade etc. Write to B Pittman, 10 Kings Avenue, Lowton, Cheshire WA3 2BV.

■ Do you like frozen crumpets with marmite, French lessons and luminous wellies? If so go and see your doctor! Hello to everyone in Red 3 in Wigsby. Long live King Speccy!

■ Piles of information needed on *Lord Of The Rings* — write to Rohan Baboolal, 37 Bothwell Road, Hamilton, Lanarkshire ML3 0AS. Hurry, please!

■ Does anyone out there know where I can get hold of the soundtrack to Alien? If so, please phone (0702) 617475 and ask for Peter.

■ Hey Chris!! I'm in the mag!! Say hello to Tony, Alex, Derek, Jack, John, Sandra and Andrea for me. Love from me and my Speccy. Mandy.

■ POKEs tape, playing tips and adventure help for distressed games players! Send an sae to Adventure Helpline, 12 Newton Avenue, Tonbridge, Kent TN10 4RR for details.

■ Do you live around Thanet? Thanet Co-op Computer Club meets every Friday night, 6.30 to 8.30 at the Co-op Hypermarket. Phone Mike Tew on (0843) 225053 (evenings only) for details.

■ POKEs, tips, maps needed in Speccy mag. Please write to Mark Wiltshire, 22 Mill Lane, Cheshunt, Herts EN8 0JH.

■ Mr Banim Minzu. If you want a reply to your letter, please send an international reply coupon. Thanks. Philip Hancock, 144 Charlemont Road, East Ham, London E6 4HE.

■ Hi! Derek Tate. Hope you're feeling okay! Won any more comps recently? I haven't. Hello Guilder, Clark, Barber, Manall, Harold, Cammock, Wayne, Suthey, Fury, Lodge, Read, Wooden. Bye! Christian Counsell.

■ Are you a Buccaneer? Send blank C60 tape and sae to receive your copy of the best Speccy tape mag available. Programmers willing to help out learners wanted urgently. Write now to Buccaneer, 24 Eric Close, Forest Gate, London E7 0AY.

■ Hey you! Yes, you!! Want to play a play-by-mail game? Then send a character name plus sae to The Game Master, Littlewoods, Mountview Crescent, St Lawrence, Southminster, Essex CM0 7NR.

■ Lost in a game? We can help. We can map any game for you. Send sae now for details to Map Makers, 27 Hillside Road, Ashtead, Surrey KT21 1RZ. Hurry!

■ Coming in November. *Friday The 13th Part 6*. See it. From a Jason fan with an axe in his head and all his brains up a wall. Don't be scared Lee! (*Ooh! How horrid! Ed*).

■ THORNE — I love you. H.

■ Help! Can you tell me how to do Hex, machine code and fab graphics? Yes? Please write to me. Best one gets a quid! Please send your address. My address is Dave Thompson, 42 Glencoe Street, Anlaby Road, Hull, N Humberside HU3 6HS.

■ Have you seen my white jacket, the one with the straps, it's got long sleeves, that tie at the back. I no mad, by Him. (*Are you sure about that? Ed*).

PEN PALS

■ *Hijack*, I'm a *Lazy Jones* so if you're *Mad Martha* don't go *Stonkers*, pick up a *Paper Boy*. I'm 15 and would like a male/female penpal, so write to Mark Jones, 274 Trossachs Road, Cathkin, Rutherglen, Glasgow G73 5PH.

■ 15 year old male seeks a French penpal (male or female). Interested in learning machine code and music. Please write in French. Alleyn Conway, 49 The Laurels, Avondale Estate, Portarlington, Co Offaly, Ireland.

■ I've 300+ games including *Green Beret*, *Way Of The Tiger* and *Batman*. If you're about 13 and want a fun loving penpal I will reply, so get writing to Steven Fairclough, 16 Brandfort Street, Lidget Green, Bradford BD7 2ES.

■ 15 year old Speccy owner wants lots of games to swop! Any penpal will do! Please enclose your list with reply. Games are dearer in Ireland! Dominic Early, Finara, Celbridge Road, Leixlip, Co Kildare, Ireland.

■ Penpal wanted to swop POKEs, games etc. My games include *They Sold A Million*. All letters answered. Adam Cochrane, 1 Westford, Alness, Ross-shire, Scotland.

■ Wanted — 14 to 16 year old female penpal who likes having fun, good music, Speccies etc. Please include a photo. I'll answer every letter if possible. Scribble to Stephen Griffin, 34 Walton Park, Pannal, Harrogate, N York HG3 1EJ.

■ Wanted — a sexy 15 year old girl to write to often and to swop POKEs, hints etc. Write to Martin Cathcart, 17 Robertson Avenue, Craigs Road, Dumfries, Scotalnd DG1 4EY.

■ A French Speccy owner wanted for a 13 year old male. Either male or female and aged between 12 and 14. I have many games to swop. Write to Greg Shaw, 119 Wynn Road, Penn, Wolverhampton, W Midlands WV4 4AW.

■ Penpal wanted from anywhere in the world. I'm interested in arcade, adventure and stratetic games for the Speccy. Will swop POKEs and tips. Write to Paul Aistrop, 100 Handworth Crescent, Sheffield S9 4BR.

■ French penpal wanted, aged about 16, to swop games and help me with my French. Write to Simon Page, 9 Lawn Avenue, Birstall, Lecis LE4 4EQ.

■ Paranormal investigations and eliminations. We destroy all pests and vermin. Eg: Commodore users, Acorn users, Amstrad users etc. Interested? Then write to R Shoe, 39 West Lane, Burn, Nr Selby, N Yorks YO8 8LR.

■ I am 13 and I would like an American penpal the same age. I like arcade games. Write to D Rogers, 138 Sutton Lane, Hounslow, Middlesex, England TW3 4JR.

■ Wanted. Football fans for swopping everything about football, especially football programs. Write to R v d Berg, Zijlsingel 97, 23 15 kh Leiden, Holland.

■ Seeking attractive female penpal 13+ to swop games, hints etc. Send a photo and a list of games for mine to Stephen Tarling, 10 Orchard Place, Harvington, Evesham, Worcs WR11 5NF.

■ I'm 13 and I want a female penpal to swop games, POKEs etc. All letters will be answered. Please send a photo. I'm into pop music, electronics, computers etc. Write to Stephen Lewis, 35 Clumber Avenue, Edwinstowe, Notts NG21 9PE.

■ Wanted — a penpal to swop software, tips and POKEs. If interested write to Jonathan Cook, 217 Crescent Road, Brentwood, Essex CM14 5JB now.

■ Wanted — pretty girl, 14+ who likes a laugh. If you fit the bill write to me with no delay. I like computers and sport. Paul Aistrop, 100 Handworth Crescent, Sheffield, S Yorks S9 4BR.

■ Untidy penpal wanted, either male or female. Swop POKEs, games, maps, hints. Please send photo. Write to Glenn Sunter, 30 Athione Avenue, Bolton, Lancs BL1 6QS.

■ Calling all 16+ males. Would you like a female penpal aged 15? Yes? Then write to Sara, 3 Lipson Road, Cheltenham, Glos. Please send a photo.

■ Very pretty female badly wants a male penpal. I'm 16 and love Speccies. Please hurry and write to PJ, 32 Southfield Park, North Harrow, Middlesex.

■ I'm 12 and have 150 games and would like to swop with anyone, anywhere. Every letter will get a reply. Write to Dax, 1 Cranham Court, Off Cranham Drive, Warndon, Worcs WR4 9HA.

■ 14 year old male seeks 14 to 16 year old female penpal. Interests are: FGTH, The Smiths, modems and not handing in homework on time. Write to Andrew Lang, 11 Penfold Drive, Great Billing, Northampton NN3 4EQ.

■ 17 year old *GAC* user would like a penpal to exchange ideas, tips and possible game ideas. Also willing to swop software. Write to Simon Kimberley, 115 Yelverton Road, Radford, Coventry, W Midlands CV6 4AG.

■ Spectrum 128K owner (17) would like to hear from any 128 or +2 owners, especially microdrive users. It'd also be handy if you live nearby. Write to Ian Edwards, 202 Sterling Road, Sittingbourne, Kent ME10 1ST.

■ If you are female between 25 and 35, like rock and heavy metal, then write to Mike Vukasinovic, 3 Stanhope Street, Ashton under Lyne OL6 9QY.

■ I am 12 years old and would like a penpal to swop games. Send your list for mine, I have over 120 games and I will answer all letters. Write to Hody Olivier, Rue Henry Bles, 78 B3, 5000 Namur, Belgium.

■ Hi! I'm a 20 year old Speccy basher from NZ. My interests include music, videotapes and Dark Star. All letters replied to except erauqs! Martin Haynes, 7 Mahupuku Street, Greytown, Wairarapa, New Zealand.

■ Spectrum owners seeks foreign penpal, male/female, 15+ anywhere in the world. Please write to Paris Storey, 831/2 Newgate Street, Morpeth, Northumberland, England NE61 1BX. Loads of games, hints and tips to swop.

■ Fun questionnaire for *Your Sinclair* readers — just send sae and 50p and I will use my computer to come up with your ideal penpals. Open to anyone, anywhere, any age. Write to Patrick Walsh, 36 Verney Road, Langley, Slough, Berks SL3 8NX.

■ I'm 18 and would like to swop the latest games, tips and POKEs. Write to Marc Ducardus, Eliotplaats 211, 3068EK Rotterdam, Holland.

■ Will someone of minimal intelligence please write to me. I am an addict of James H Reeve. Somebody (local) please write to Nick Frost, 180 Brantingham Road, Chorlton, Manchester M21 1TS.

■ 16 year old Speccy owner, interested in programming, playing arcade games, wants penpal to swop games, hints and POKEs. All the better if your're not from England! Write to Scott Stevenson, 101 St Stephens Road, Acomb, York, England YO2 3EE.

■ Lonely male (13) seeks an attractive French female penpal aged 13. I like girls, outdoor activities and fun. Photo would be appreciated. Write to Richard Constable, 140 Park Road, Guiseley, Leeds LS20 8EH.

■ 9 year old Speccy owner seeking penpal of same age to swop hints, tips etc. Will answer all letters. Please write to Martin Johnson, Slewwood, Broadwood, Lifton, Devon PL16 0ER.

■ 14 year old boy seeks female penpal 13+. I am interested in sport, music and computers. Write to S Harborow, 72 Silverston Way, Stanmore, Middlesex HA7 4HR.

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WHAT THE WORLD NEEDS IS MORE WILLIES AND WALLIES... SO HERE'S MAX PHILLIPS!

BACKLASH



Backlash believe-it-or-not; some kind inmate of Weston-Super-Mare has just opened a pub called "Jet Set Willy's". Weird or what?

So okay, you might not have a clue where the game got its name but it doesn't half sound like fun. It's better than sitting in the Jet Set Willy night after night and still not knowing where in tarnation it got its name from.

And even if you know it's one of the all-time Speccy greats, you still don't know quite where Miner Willy got his name from in the first place.

After all, he isn't much of a hero. Sylvester Stallone has never donned a top hat and played him in a film. Willy's never hosted a chat-show, sung on the Band-Aid record, ridden an ultra-fast nuclear powered motorbike or strolled into *EastEnders*.

But in the Speccy world, he's not only a hero, he's an idol. Star of two of the biggest games ever. A name everyone knows. A cult that most programmers would give their hex loader to have created themselves. For a while, Willy's programmer was a star too.

We've had our Wallies and Sabre-men since but there's not been anything quite like him.

How do you take a backstreet boy like Willy and make him into the ultimate working class hero? An almost completely brand-new type of game? Or superb programming, great graphics and sound? Maybe just a silly sense of humour. None of them are things thát really ought to be that difficult to do again. And again and again.

Yet no-one's trying. Instead, your average software house is into buying ready-made heroes. They're expensive but you get guaranteed success and stardom instantly. Just add a programmer and stir...

"Just add a programmer and stir..."

We've got film tie-ins, TV tie-ins, pop tie-ins, comic tie-ins, cartoon tie-ins, book tie-ins, arcade tie-ins, tie tie-ins... you name it, and a software house is looking to buy the rights, parcel it up, hype it up and cream it off.

Not that tie-in games are all that bad. Most of them have got the latest in superb graphics and sound. Most of 'em are pretty and will take you some time to finish. Most of 'em have a few tricks that make it worth playing them. Most — but not all.

And even the better ones are pushing their luck. Change the name and photo on the box, alter the sprites, move a few things around and it could just as well be a different game about a different hero.

So while it might be pretty neat to see yourself as one of The Young Ones, as Dirty Den, Cobra, Rambo, Scooby or any of a hundred others, it's not really enough to cover up for the real problem with tie-in games.

They cost money... lots of it. Around £7.95 a hit. And because you're paying for the name not just the game, that's a lot of pennies just for a pretty title screen and some words about someone who might be as famous as Sigue Sigue Sputnik in two weeks time.

What matters more is gameplay. New games and better games. More playable versions of really boring oldies — even *Master Mind* and *Battleships*. Or cruddy first attempts at a whole new style of game.

"I'm a Doodah"

No-one could say that *Elite* was the most original of games — two golden oldies bolted together into one superb fantasy that's as famous and successful on other machines as it is on the Speccy. And while Automata's *Deus Ex Machina* may have been the most simple of games or New Wave's *ID* the most uninteresting, both tried new things and both were worth a go.

Me, I got hooked on a cheapie from Americana by the name of *'Thingy And The Doodahs'*. What kind of a name is that? Who'd even want to admit they'd heard of it? Let alone wear a T-shirt with 'I'm a Doodah' on it. People don't even believe that it's called that — they think you've just forgotten what it's called.

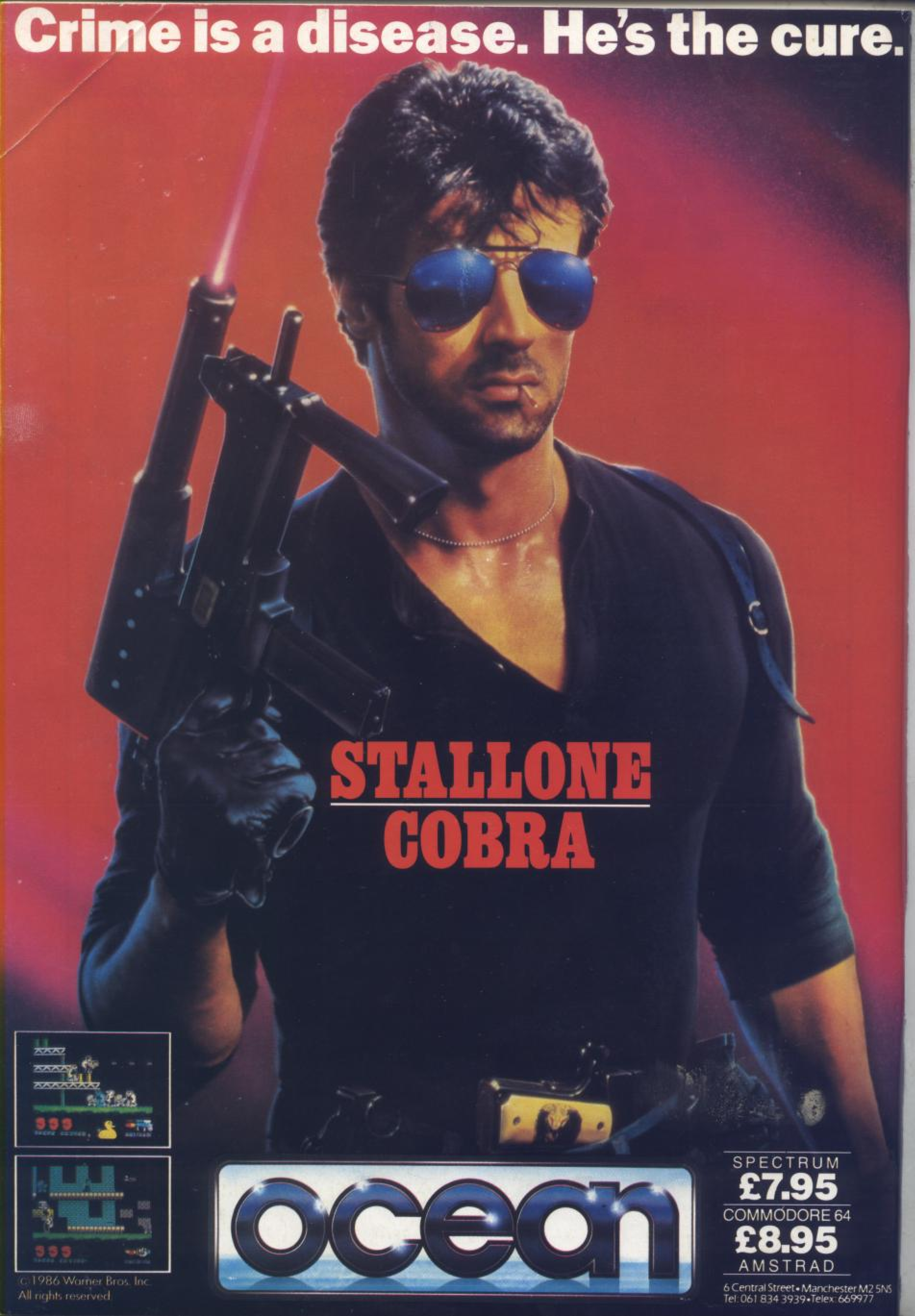
But I spent a decent sunny weekend going blind hobbling my way through it. Not at all original, not very funny. Graphics just about okay? But absolutely brilliant fun to play and utterly addictive.

What we need is less of the imported heroes and some more of our own. If TV, films, pop, books, comics and everyone else in the world can produce their own stars, why can't Speccy games?

After all, it's about time more than just the innocent by-standers in Weston-Super-Mare got to hear about the Speccy.

Anyone pay good money to go see Jet Set Willy at the flicks?

Editor Kevin Cox; **Art Editors** Martin Dixon, Caroline Clayton; **Deputy Editor** Teresa Maughan; **Production Editor** Sara Biggs; **Staff Writer** Phil South; **Technical Consultant** Peter Shaw; **Contributors** Steve Adams, Mike Gerrard, Ian Hoare, Gwyn Hughes, ZZKJ, Steve Marsden, Tommy Nash, Chris Palmer, Max Phillips, Rick Robson, Rachael Smith; **Advertisement Manager** Mark Salmon; **Advertisement Executive** Julian Harriott; **Production Managers** Sonia Hunt, Judith Middleton; **Publisher** Roger Munford; **Publishing Director** Stephen England; **Published by** Sportscene Specialist Press Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone (all departments)** 01-631 1433. **Telex** 8954139 BunchG. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web Offset, St Austell, Cornwall; **Distribution** Seymour Press, 334 Brixton Road, London SW9. Telephone 01-733 4444. *Your Sinclair* is a monthly publication.


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